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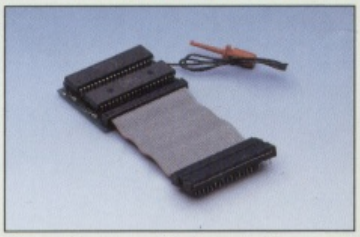


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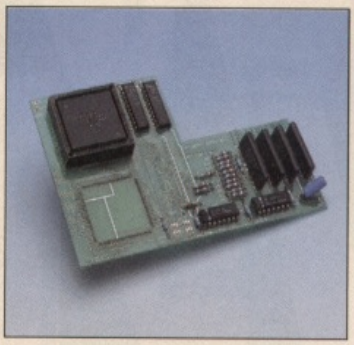
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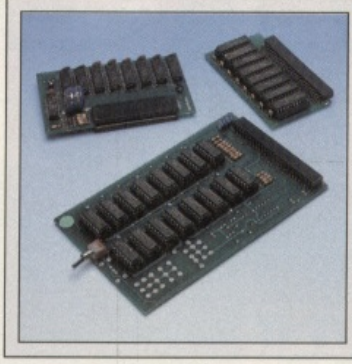


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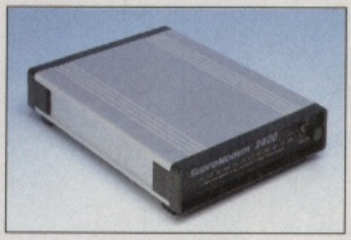
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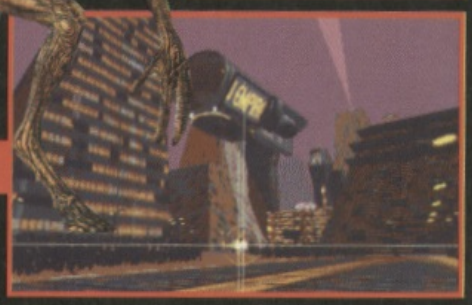
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With Tips Bits getting its own separate column, our letters section is now a tips-free zone.

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ABC

READ ALL ABOUT IT!

CD — COMMODORE DOMINATION!

The most exciting development in home entertainment is upon us. Everyone has said for some time that CD technology represents the future for the games industry, but previous CD consoles (including the CD-TV and Mega CD) have lacked the power to really impress. For a while, Philips CD-i was the great hope, but its expense and lack of decent software put paid to that.

At under £300, Commodore's CD32 will set the games world alight with its 32-bit technology and dual-speed CD drive. Not only that, but with its multimedia capabilities (it has a port for a Full Motion Video module) it will score in the video and audio markets too. Fairly soon, CD feature films will become available and audio CDs may even come complete with in-built pop videos! In time, this will undoubtedly lead to multimedia games with actual real-time film footage and audio. CD32 is the only affordable machine able with such capabilities — and with its early release, Commodore have beaten the Japanese console companies to the line. With good marketing and software support, CD32 is certain to be a rip-roaring success. For more information, see our feature — a world first! — on page 14.

In AMIGA FORCE, we plan to cover the imminent CD software in full — in addition, of course, to our committed coverage of all Amiga games. Indeed, this month has seen a flood of great new releases, including the superb *Syndicate* and incredible *Gunship 2000*. Those worried about CD32's impact on existing Amigas need not fret. Sure, in a couple of years time maybe all software will be on CD (the anti-piracy attraction is obvious for the software companies), but the great news is that Commodore are set to provide attractive trade-in offers for existing Amiga owners. In fact, an offer already exists to upgrade to the A1200 — and there'll be a compatible CD drive for that machine.

The future of the Amiga has never looked rosier!

DOMARK WIN DRIVING LICENCE

In a major deal with Fuji Network Television, game publishers Domark have scooped the rights to market a series of official Formula One games for the 1993–94 season. An excited Mark Strachan, Domark's MD, said, 'This is the most important title Domark have ever published. The game's a winner on all counts — the licence is unbeatable, the program is superb and we'll use all of our development and marketing expertise to ensure that *F1* is our biggest ever hit.'

Whether or not it lives up to expectations remains to be seen. It'll have to be a real humdinger to beat Geoff Crammond's MicroProse-published *Formula One Grand Prix* in the depth department or Ubi Soft's *Vroom* for speed, and neither of them had expensive licences tacked on. With older outings like *Continental Circus* and *Super Monaco GP* available on budget, Domark have their work cut out if *F1*'s to stay out of the pits.

BUGS BYTE BACK

Cheetah's bizarre but brilliant Bug joystick is to make a comeback following an exciting redesign. The new model will have chrome 'eyes', a choice of four different sticks and a variety of colours. A plastic base is also planned.

Cheetah have also discontinued their horrendous 'character stick' range, which were basically lame licences tacked onto some very average architecture.



GOAL-DEN OPPO

Virgin Games are organising a series of *Goal!* challenges between 22 July and 21 August. Taking place at all of the 14 Virgin Game stores around the country, the lucky winner gets an all-expenses-paid trip for two to the FA Cup and Coca Cola Cup finals, and the chance to see England get



OCEAN ON THE BALL (TWICE)

Despite losing the FA Premier League licence, Ocean are hard at work polishing their footy game formerly of the same name. Now called *Olympique De Marseilles*, Ocean have already tweaked the code beyond recognition, making previous coverdisk demos completely redundant.



Ocean originally intended to market the game under a different title in each European country, but decided Marseilles (current European champions) are sufficiently well known to sell the game outside France. Due for a September release, start looking out for the review around August.

Also on the cards is a pure management game, *Super League Manager*. We can't tell you much about this one at all, except it's due to hit the shelves in October.

GAME FOR A VIRGIN?

Following Acclaim's withdrawal from the home-computer market, Virgin Games have bought the rights to several of their Amiga titles.

Alien 3, the fun (if inaccurate) film licence, will now be programmed by the Probe team. Although almost complete, the original code wasn't deemed good enough and will be completely rewritten for the Amiga release (funny how it picked up rave reviews in lesser mags, innit?).

Probe are also working on *Mortal Kombat*, an extremely blood-thirsty beat-'em-up, and the *Op. Thunderbolt*-inspired *T2 — The Coin Op*. Arc Developments will handle *Bart Vs The World*, the second game in the Simpsons saga. Also on the cards is a conversion of the *Crash Dummies* tie-in and an A1200 version of *Mortal Kombat*.

The completed but never released *Krusty's Fun House* will also be marketed under the Virgin banner. For the lowdown on this excellent game see Issue 2's rave review.

RTUNITY

thrashed by — sorry, play — Poland in September. There's also a boot-load (ouch) of Adidas goods to be won.

You don't have to cough up for a copy of the game to enter, but if you do you get a free joystick. Contact Virgin on 081 960 2255 for further details.

PSYGNOSIS PRICE CRASH

Psygnosis, recently bought up by Japanese giants Sony, are mounting a massive summer blitz on the Amiga market by reducing many of their older titles to a mere £14.99. The titles involved are (cue deep breath): *Agony, Aminos, Armour Geddon, Shadow Of The Beast III, Bill's Tomato Game, Awesome, Barbarian II, Leander, Orbitus, Ork, Cytron, Oh No More Lemmings, Shadow Of The Beast II, Air Support, Atomino,* and *finally Killing Game Show.* The cut-price games hit the shelves in groups of four, the last batch to be released on 21 June.

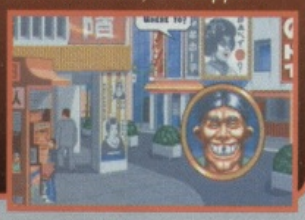


GOODBYE, DMI

Digital Marketing International have ceased trading, but their forthcoming releases live on through new distributors Kompart UK.

Woody's World is now published by Vision Software, and *Nippon Safes, Inc* via Italian publishers Dynabyte. *Donk*, the first commercial release of PD megastars The Hidden, is still in the hands of DMI's receivers.

Woody's World and *Nippon Safes, Inc* should hit the shelves around now.



MANGA MAYHEM

ICE Ltd have snatched the licence for Japanese Manga video hero Akira. An incredibly popular cult figure, *Akira* (the video) has shipped 20 million copies worldwide, and 20% of goods sold at Forbidden Planet (London's premier comic shop) are Akira-based.

But what about the game? Over to ICE spokesman Stuart Bell... 'It's a *Flashback*-type product with beat-'em-up elements,' he said. 'The cartoony graphics are identical to the video. This is definitely not a lame licence game, it'll really play'.

The Manga series of videos are famous for their quality (and violence — most are '15' rated, some even '18'), and they're soon to be launched over here. Previous attempts at cartoony games haven't really come off (*Dragon's Lair, Space Ace*, etc) but this one looks set to break the mould. Look out for mega-previews of this and other forthcoming ICE games in the near future.

THE BIG BREAKFAST MASTERBLASTER MAYHEM

TELEPHONE TIPS

Ben the Boffin, everyone's favourite TV games reviewer is back with four more classic offerings to tip. Being a democratic sort of dweeb, he likes to ask AMIGA FORCE readers which they prefer before putting finger to keyboard, so pick your fave and phone the relevant number. Calls cost a maximum of 10p, which is cheaper than a stamp!

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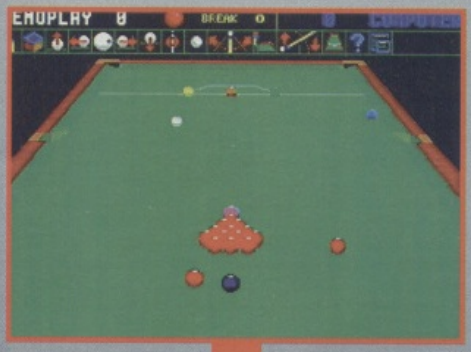


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Virgin
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COMMODORE IN PC PULL-OUT

Commodore are pulling out of the hideously overcrowded PC market in order to concentrate on the Amiga. They intend to push and develop their 32-bit range and looking towards 64-bit technology: the next obvious step, though currently too expensive for the home market. The good old 16-bit Amigas won't be neglected, however — contrary to speculation, there are no plans to stop manufacturing the machines in the forseeable future.

Rumours about an A5000 machine based on the 68060 chip are also untrue — this was a lame April Fool trick circulated on American bulletin boards.

A1200-OWNERS JOIN THE CUE...

Those who bought Commodore's 32-bit wonder will soon be able to play the formerly incompatible *Jimmy White's Snooker* and *Archer MacLean's Pool.*

'The older versions ran in 25 Hz most of the time', explained Archer, 'but the tweaked versions do so all the time, making them much smoother and A1200 compatible'.

The new versions of the games go on sale in July. Virgin hope to offer an upgrade service for those who already have the game — more news as it's made.

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TOP 100 CHARTS

ELSPA CHARTS PENGUIN
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Having surged to the top last month, *Desert Strike* is knocked out of the sky by the incredible *Flashback*, which flashes straight in at Number 1. It's a hard game,though, so check out the terrific tips in this month's AMIGA FORCE, and future issues.

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RAVE REVIEW

SYNDICAT

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If you think the future looks rosy, think again. In *Syndicate*'s nightmare vision of times to come, people have become slaves to the virtual-reality-enabling CHIPs, and the Crime Syndicates that produce them. These huge organisations now control the globe, fighting for territories using gun-toting cyborgs.

As an executive of the small European Syndicate you're in charge of a team of cyborg agents, watching and controlling them from your airship high above the city streets — a nice explanation of the isometric 3-D graphics!

There are over 50 missions to choose from, selected by choosing a territory on a world map. At first you only have one choice, but this expands as you gain territories. Missions range from simple 'wiping out enemy agents' jobs to trickier assassinations and even kidnaps. A briefing tells you the bare bones of your task, but extra info can be bought — as can enhancements to the city map shown.

Before attempting a mission, you choose how many agents to send in (up to four), arm them up with a variety of weapons, and improve them with mechanical body parts. For later missions you'll need advanced weaponry and equipment, which only becomes available after allocating money to research. Cash is earned by setting the tax rate for each conquered territory — if it's too high you're in for a rougher time than Norman Lamont, as the people revolt!

Total control

Once into the mission, your team of agents is controlled using the mouse. Move any agent by clicking on him/her and then on the destination. Moving the whole team together is achieved by clicking between the agents' four status boxes. Below these, the selected agent's inventory is shown, enabling you to click on a weapon for him to brandish — on most levels it's best to move around unarmed to avoid being attacked by police. Spot an enemy agent (a red dot on the scanner map) and, if in range, you can target the cursor on him and press the right button to open fire.

Agents' accuracy and effectiveness can be temporarily improved by injecting them with drugs. This is achieved by dragging the three bars in the status boxes, representing Intelligence, Perception and Adrenaline (IPA). Overuse leads to dependency, requiring ever-increasing doses to produce the same effects. Nevertheless, it's a good idea to crank up the drugs during combat (easily achieved by pressing both buttons together), sending the agents into a fighting frenzy, automatically gunning down attackers.

If your guys get hit, they lose some energy (depending on the weapon). It's a good idea to mend any serious damage with MediKits — losing an agent is a serious matter as you only have a pool of eight: once they're all dead it's game over.

Massacre appeal

The violence in *Syndicate* would easily earn it an '18' certificate in the cinema. The shootouts are straight out of a gangster film, with agents getting mown down in a hail of bullets. You can even get into cars and murder targets as you drive past! Or better still, why not run them over at zebra crossings?

The flamethrower is sicker still, turning its victims into balls of flame, screaming as they run around in a dying frenzy. Then there's the impressive heavy weapons like the lasers and rocket-launchers which can easily destroy whole buildings.

> **"The shootouts are straight out of a gangster film"**

Talking of buildings, agents can often be hidden behind them. An option of different viewing angles would have solved this, but I reckon it'd be an unnecessary complication. More surprising is that you don't get an internal view when your cyborgs enter buildings — instead you have to use the scanner map to guide them, and often have to click several times before they go to the right place.

This is a minor irritation, though, in a magnificently engrossing game. It's a cracking 3-D shoot-'em-up and more. The tactical aspect of researching extra equipment and arming up your agents for the job in hand is enjoyable in itself. Maybe the future isn't so bad after all!

PHIL

TIP TIME! Don't stand too close to cars during gun battles — if one explodes, your agents may catch fire and that wouldn't do, would it?

Is it me, or are Bullfrog going backwards? They started with *Populous*, which gave you control of a world. Then there was *Powermonger*, which put you in charge of a country. Now, their latest game is confined to mere cities! Nevertheless, *Syndicate* is a marvel of software engineering. The sheer atmosphere of the game is amazing, from the slick presentation to the fantastic in-game graphics. Also, the plot is noteworthy, mainly for the unusual fact that it's not total crap.

There's a fair few superlatives that you can use to describe *Syndicate* — and rightly so. Undoubtedly Bullfrog's finest moment yet, I can even say that I'm looking forward to a sequel!

JAMES





Brain: Speeds up correct decision-making under pressure.





Arms: Permit an agent to carry more equipment without slowing down.

(Above) A ray-traced intro sets the scene perfectly. (Below) Select the next territory to conquer on the map.

Heart: Improves overall physical strength and durability.







RAVE REVIEW

EQUIPMENT

Persuadertron: Brainwashing device enabling you to capture people and make them follow you.



Flame Thrower: A great close-range weapon, especially when being ambushed by several agents.



Access Card: Plastic card that opens some security doors to restricted areas.



Time Bomb: High-powered explosive that explodes after a set time.



Long Range Rifle: Useful for picking off targets from miles away.



Auto Mapper: Enables you to zoom in and out of the scanner.

Energy Shield: It's protective beam withstands all projectile weapons.

Laser Gun: Extremely powerful with a very long range.



MediKit: Restores an agent's health.



Gauss Gun: This portable launcher has a supply of three rockets, producing a trail of smoke and a massive explosion.



Shotgun: More damaging than the pistol, but shots can't be fired in rapid succession.



Uzi: Produces a stream of bullets to splatter nearby enemies.



Scanner: Gives an aerial view of the Mission Zone. Also gives off a radar signal which leads you to the target.



Pistol: Not very powerful, but okay as a backup if other weapons run out of ammo.



Mini-Gun: With a longer range than the Uzi, this is the best rapid-fire weapon going.





■ **(Above) If you're about to die, you may as well self-destruct and take some baddies with you.**

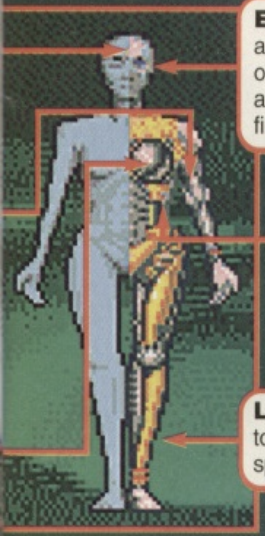






■ **Civilians often get caught in the crossfire.**





Eyes: Improve an agent's awareness of danger, and help accuracy when firing.

Chest: Reduces damage from direct hits. Also contains an explosive charge allowing you to self-destruct!

Legs: Enable your agent to move at much greater speed.





- **DEVELOPERS: BULLFROG**
- **DISKS: 4**
- **PLAYERS: 1**
- **GENRE: SHOOT-'EM-UP**
- **1200 COMPATIBLE: YES**
- **HD INSTALLABLE: YES**



■ **Violent shoot-'em-up action with a tactical slant — a superb game.**

94%

100% ALIVE

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Phone someone you love

Learn a second language

Go and see Ryan Giggs

Get your nipple pierced

Ring 071 700 3100 and tell London something it needs to know

Play football in the street

Give £100 to a down and out

Make a statement

Order an empty skip and leave it outside your house for a week

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Go for a day without speaking

Every day at the same time stop and think about something wonderful

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Hug someone of the same sex

Put your change into a bottle for a year and give it to charity

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Help someone today

Wear a wig

Make everyone at work a cup of tea

Take a friend to the zoo

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

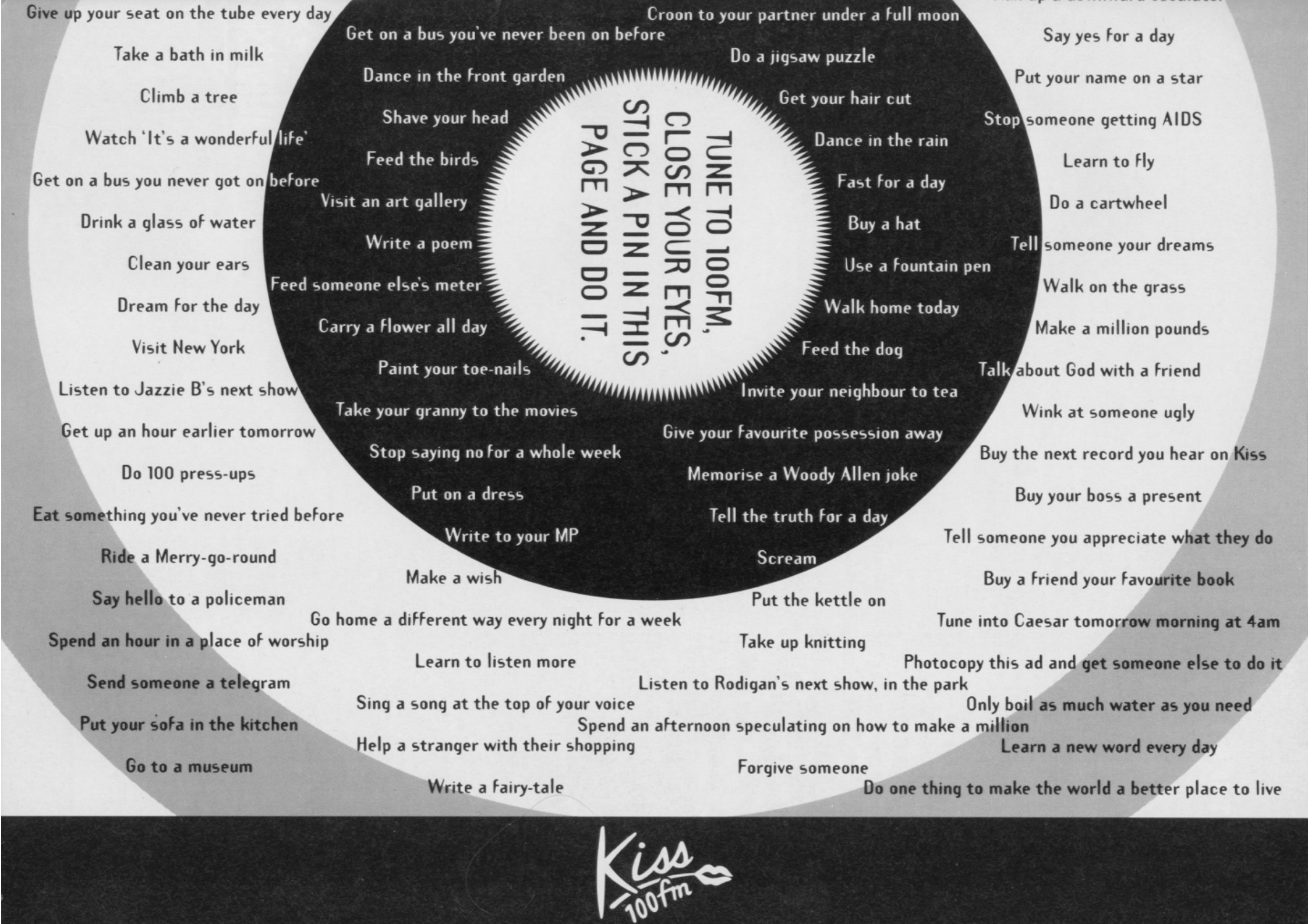
Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage


TUNE TO 100FM,
CLOSE YOUR EYES,
STICK A PIN IN THIS
PAGE AND DO IT.
Give up your seat on the tube every day
Take a bath in milk
Climb a tree
Watch 'It's a wonderful life'
Get on a bus you never got on before
Drink a glass of water
Clean your ears
Dream for the day
Visit New York
Listen to Jazzie B's next show
Get up an hour earlier tomorrow
Do 100 press-ups
Eat something you've never tried before
Ride a Merry-go-round
Say hello to a policeman
Spend an hour in a place of worship
Send someone a telegram
Put your sofa in the kitchen
Go to a museum
Get on a bus you've never been on before
Dance in the front garden
Shave your head
Feed the birds
Visit an art gallery
Write a poem
Feed someone else's meter
Carry a flower all day
Paint your toe-nails
Take your granny to the movies
Stop saying no for a whole week
Put on a dress
Write to your MP
Make a wish
Go home a different way every night for a week
Learn to listen more
Sing a song at the top of your voice
Help a stranger with their shopping
Write a fairy-tale
Croon to your partner under a full moon
Do a jigsaw puzzle
Get your hair cut
Dance in the rain
Fast for a day
Buy a hat
Use a fountain pen
Walk home today
Feed the dog
Invite your neighbour to tea
Give your favourite possession away
Memorise a Woody Allen joke
Tell the truth for a day
Scream
Put the kettle on
Take up knitting
Listen to Rodigan's next show, in the park
Spend an afternoon speculating on how to make a million
Forgive someone
Say yes for a day
Put your name on a star
Stop someone getting AIDS
Learn to fly
Do a cartwheel
Tell someone your dreams
Walk on the grass
Make a million pounds
Talk about God with a friend
Wink at someone ugly
Buy the next record you hear on Kiss
Buy your boss a present
Tell someone you appreciate what they do
Buy a friend your favourite book
Tune into Caesar tomorrow morning at 4am
Photocopy this ad and get someone else to do it
Only boil as much water as you need
Learn a new word every day
Do one thing to make the world a better place to live
Kiss 100fm

FEATURE

32-BIT CD AM IS HERE!

Forget the rumours, forget the mocked-up 'artist's impression' photos. AMIGA FORCE is the first magazine in the entire world to bring you the facts about Commodore's new Amiga CD32 console...

For some months, industry rumours have abounded over the possibility of a new Amiga CD console. Despite much speculation, Commodore refused to confirm the machine's existence... until now!

On July 16, Commodore launch the Amiga CD32: the world's first mass-market 32-bit games console and the only stand-alone CD console. As such the incredibly low price tag of £299.99 (including two bundled games) looks set to blow its CD rivals out of the water. For instance, the (16-bit) Mega CD retails at £269.99 and — as well as being utterly inferior technically — requires a Mega Drive to work.

David Pleasance, Commodore's general manager (sales and marketing) comments, 'The Amiga CD32 simple wipes out the opposition. It's considerably more powerful, has better software support and, best of all, costs less.

'With this machine Commodore has once again proved itself to be the true pioneer of the games business.'

Dual-speed drive

Approximately A4-sized, the CD32 incorporates a top-loading CD drive capable of operating at two speeds: 150K/sec (like the Sega) or 300K/sec — essential for quick accessing of animations and motion video. Indeed the unit is already geared for Full Motion Video (to play feature films, pop videos etc), with a port for an add-on FMV module which will appear shortly.

The machine's internal 'engine' is based on the AGA chipset used by the powerful A1200, including a Motorola 68020 CPU, 2Mb of RAM and all the custom chips. As well as high speed, this means it's also capable of displaying 250,000 colours on screen from a palette of 16.8 million. In fact, with the Workbench 3.1 operating system installed in its ROM, the unit can even be expanded into a fully functioning computer with the addition of a keyboard. The good news for existing A1200 owners is that a CD add-on device will be made available to effectively turn their machine into a CD32.

Games galore

However, technical excellence of the hardware is no guarantee for success. An essential ingredient is software support, and this is where Commodore have really excelled. Virtually all the major publishers are supporting the new format, including the likes of Ocean, Psygnosis, Virgin, Team 17 and Mindscape. There should be 16–18 titles already available at launch, only two of which are enhanced versions of previous Amiga games.

Even better news is that the average price of a CD game will be just £29.99 (compared to £40 for Mega CD titles), and there will even be some £19.99 titles. Part of this revenue will go as a royalty to Commodore via a software licensing arrangement. Anyone wishing to produce CD32 titles must pay to use a special patented piece of code, without which the CD won't work on the machine. David Pleasance explains, 'The reasons for this are twofold. By providing a platform for the publishing houses, we overcome on this format all but commercial piracy. The other reason is that we need the money!'

However Pleasance insists Commodore will not control the production and price of software, like Sega and Nintendo. 'We have no wish to do that. We believe that the software publishers need the freedom to determine their own destiny. We have no desire to control or manipulate their activities: they can develop what they like, when they like.'

This, along with the obvious attraction of very little piracy, ensures the CD32 should get the software support it needs. And if there's any justice in the world, this ground-breaking machine will be a massive success.



AMIGA VS MEGA

	AMIGA CD32	SEGA MEGA CD
CPU:	68020	68000
Power:	32-bit	16-bit
Speed:	14MHz	12.5MHz
Internal RAM:	2Mb	128K
Colour palette:	16.8 million	512
Max colours on-screen:	256,000	64
Full Motion Video capability?:	Yes	No
Dual-speed CD drive?:	Yes	No

■ Let's face it, the CD32 thrashes the Mega CD in every department! One of the main advantages is the massive graphical superiority. Not only is the CD32 capable of producing many more colours, but the Mega CD's primitive character display makes for much blockier images. Another major drawback of the Mega CD is its single-speed CD drive — the CD32's enables much quicker accessing of quality animation and video sequences. Incredibly, the CD32 even wins on cost, as the Mega CD must be used with a Mega Drive. Also, the software is on average a tenner cheaper.

The Philips CD-I is the only other real contender. Although this has FMV capability, it's still technically outclassed by the CD32 and has little software support — especially games.

STUNNING SOF

The major software publishers are united in their support for the CD32. Ocean's David Ward enthuses, 'The global interactive industry is convinced that CD represents the future storage media for



MIGA



WARE

games. Commodore has developed the first low-price CD video games machine and has stolen a lead over the competition. The Amiga CD32 provides a brilliant platform for software publishers, offering the cutting edge in graphics, sound and data storage. This new product is destined to be a surefire winner.'

Among the titles available at launch is Ocean's big movie licence, *Jurassic Park*, with the prospect of cinematic sequences of those incredible dinosaurs — start drooling now!

Other games available include the eagerly awaited *Zool 2* from Gremlin, Millennium's *Diggers* and *James Pond 2*, Thalion's *Ambermoon*, and a special version of Renegade's *The Chaos Engine*. As yet unrevealed CD32 titles are also being developed by Mindscape, Gremlin, Team 17, Psygnosis, Flair, Grandslam, ICE and 21st Century Entertainment.





CD FUTURE

Everyone seems to agree that CD-ROM (compact disc read only memory) represents the future of computer entertainment. High accessing speed and huge data capacity (up to 600Mb) make it the perfect computer storage medium.

Commodore's first attempt at a CD-ROM machine was the CD-TV, comprising a CD drive, Amiga and monitor. However, a high price point of £600 put off all but the most serious technophiles. Although the price eventually dropped, and a CD-ROM add-on drive was launched for the Amiga, by then the much-needed software support had been reduced to a trickle. Because of the low number of CD-TVs sold, software publishers weren't keen on spending the vast amounts of resources and time required to produce CD software — the classic 'chicken and egg' situation.

This time it will be different. Not only is the CD32 vastly superior technically, it has the necessary software support and its sub-£300 price tag makes it affordable for gamesplayers. In addition, its Full Motion Video expandability makes it a fully-fledged multimedia machine, capable of integrating games, films and music.

FEATURE

THE WACKY Sensible SOFTWARE

After a humiliating away defeat in the AMIGA FORCE *Soccer* challenge, the Sensible Software lads are eager for revenge — and this time it'll be war. Thus PHIL 'FOOTY' KING is summoned to their home turf to play *Cannon Fodder*!

The small Cambridgeshire town of March seems an unlikely base from which to plan world domination, but this is just what Sensible Software are set to do in the next few months. Already their masterpiece *Sensible Soccer* has nearly every Amiga owner addicted (as proven by its record-breaking run in the Amiga Top 10), and they're now busily converting it to the 16-bit consoles. With such lacklustre footy opposition on these machines, it will surely achieve phenomenal sales worldwide and captivate players from Tokyo to Timbuctoo.

In the circumstances it would be easy to succumb to megalomania, but the Sensible team have their feet firmly on the ground — and their famous sense of humour intact. This is all too evident in their latest Amiga project: a tongue-in-cheek shoot-'em-up for Virgin, entitled *Cannon Fodder*.

'War has never been so much fun!' according to Sensible's co-founder, Jon Hare. And this military blaster has plenty of violent action mixed with strikingly cutesy graphics. It's an odd combination that produces a light-hearted atmosphere — aided by the inclusion of such novel features as 'booby-trapped sheep'!

Man and mouse

On each overhead-view level, you move a group of soldiers around the multidirectionally scrolling landscape via a *Syndicate*-style mouse control system (although Sensible have never seen EA's masterpiece). Left-clicking on the screen sets a destination to which the soldiers walk (you can set a series of such points to negotiate hazards), while right-clicking sends a hail of bullets flying towards the cursor target, sending equally cute enemies to their bloody doom.

So far so simple, but there's a lot more to *Cannon Fodder* than first appears. Only six of the total 24 missions have yet been programmed, but the great playability is already evident. Each mission comprises up to six separate phases, with multiple objectives such as blowing up huts with grenades or rocket launchers, destroying enemy factories, rescuing hostages, and capturing enemy leaders.

These bring into play the option of splitting your platoon into up to three smaller groups which can be moved independently. For example, one could guard hostages while another goes ahead to pick off baddies. Besides, if grouped together your platoon could be wiped out instantly by an enemy grenade or rocket.

Soldiers aren't the only problem: each of five terrains (jungle, desert, ice, moorlands and underground) holds different hazards. While patrolling my platoon through the jungle, I notice some brown patches on the ground. 'Try walking one man over one,' grins Jon mischievously... so I do, only to witness the sad spectacle of my poor man glugging to his grave — 'That's quicksand, by the way!' beams Jon. 'In the finished game you'll have to watch out for trip wires and mines too.'

Chilling accuracy

Adding greatly to the atmosphere are some incredible sound effects for each terrain. The chilling wind sound on the ice levels is enough to make you reach for your woolly hat and scarf — when I enquire where they got such a



SENSIBLE SOFTOGRAPHY

Original Sensible members Jon Hare and Chris Yates first teamed up on the jokingly titled ***Sodov The Sorceror*** on the C64, back in 1985. This was followed by work on several games for Electronic Arts and System 3, including the infamous ***Twister: Mother Of Harlots***!

However, Sensible Software officially only started in 1986. The first product was the C64 *Galaxians* pastiche, ***Galax-i-birds***. This jokey budget release was followed by the much superior ***Parallax***, an extremely playable shoot-'em-up with superb graphics. Their next game was even better: ***Wizball*** took nine months to develop and became an all-time C64 classic due to its highly original design and compulsive gameplay. It was later converted to the Amiga.

Next came ***Shoot 'Em Up Construction Kit***, enabling amateur games designers to turn their dreams into reality, and later converted to the Amiga. After this another offbeat budget game, ***Oh No!***, was their only release of 1988.

In 1989, Sensible kicked off with the sensational *MicroProse Soccer* — still the best C64 footy game (the disappointing 16-bit conversion wasn't done by Sensible).Their final C64 releases were the *Defender* clone, ***Insects In Space,*** and the excellent ***International 3D Tennis*** (both later converted to the Amiga). From this point on, Sensible became 16-bit only, gradually acquiring the talents of programmers Jools, Chris Chapman, Dave Korn and Stoo.

WORLD OF



■ **Rockin' all over the world! Sensible's Chris Yates and Jon Hare in their early days (before they were rich).**

realistic sound from, Jon puts his lips together… 'Phooooo!'

Such humour extends to the planned civilian inhabitants of the landscapes, including cannibals, cowboys who spin their guns, fishing Eskimos, angry farmers with shotguns (and those sheep!), and even bottle-throwing meths drinkers.

Jon is particularly enthusiastic about the planned vehicles — of which I'm shown an impressive napalm-dropping helicopter. 'There'll be jeeps, tanks, skidoos, flying saucers, even Sinclair C5s and some Bond-style vehicles for the final underground levels. And you'll be able to get in and control all these.

'We're also planning to include some special stages like helicopter dogfights, and phases where one of your soldiers becomes a "superman" and takes on a hundred enemies — and vice versa. The final mission will be against the timer, where you'll have to blow up the enemy HQ.'

So far just 20 of the total 72 phases have been completed, but *Cannon Fodder* already looks to be a surefire success when it's released in November.

SENSIBLE WORLD OF SOCCER

The bad news is that Sensible's other commitments have left little to time to start developing the eagerly awaited *Soccer* sequel, which will be released sometime next spring. The good news is that it'll combine subtly improved arcade action with a complete management game, as Sensible's Jon Hare reveals. 'You'll be able to play it in three ways: just playing the matches as normal, managing the team [letting the computer play for you], or playing *and* managing.'

The planned scale of the game is incredible. 'There'll be about 1,500 international clubs with over 23,000 players available,' says Jon. 'If you do well at club management you'll be invited to take over a national squad like England… on second thoughts maybe that should be if you do badly!'

The arcade section will be broadly based on the Mega Drive version of *Soccer*, which I've had the privilege of playing. The most obvious of many subtle improvements is the way the ball sticks to your players' feet a lot more, making dribbling easier. And your star players (indicated by stars above their heads) have feet like glue.

If you think this should make things too easy, you couldn't be more wrong — the computer teams have been made much tougher, hardly giving you any time on the ball. And you have to be a lot more careful with your own tackling: you can now be instantly sent off for a foul anywhere on the pitch, including when you give away a penalty! Other improvements include substitutes running faster than the other players, and an arrow indicating which player it's best to replace.

It all adds up to much more competitive matches. Even I (World Champion, gloat) only managed a narrow victory against the computer — after extra time, and with a lot of luck!

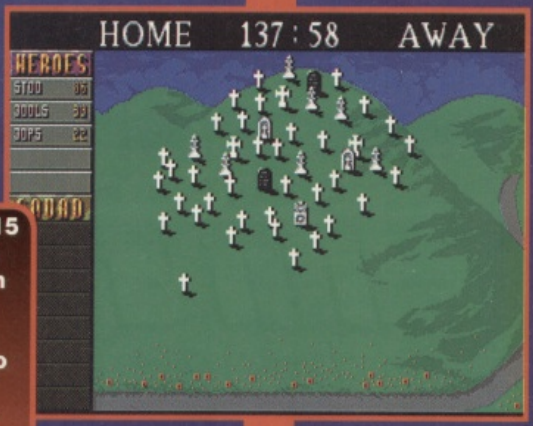


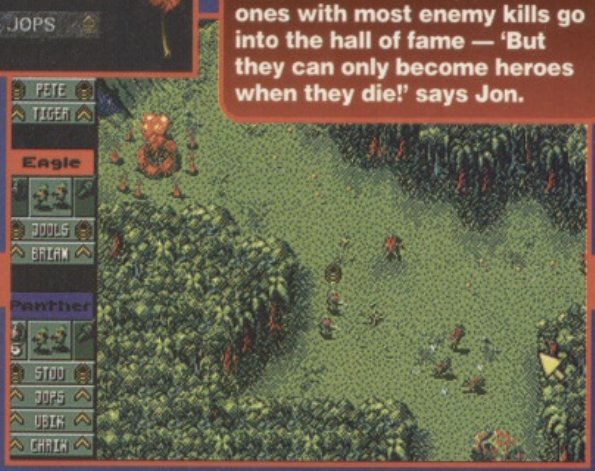






(Right) Before each mission, 15 new recruits will queue up on this screen to be your 'cannon fodder'. All 360 available soldiers are named, and the ones with most enemy kills go into the hall of fame — 'But they can only become heroes when they die!' says Jon.







The first Amiga game was the *Populous*-beating gods game, ***Mega-lo-Mania***, followed by the *Kick Off 2*-beating ***Sensible Soccer***! Next came Ocean's ***Wizkid***, a playable puzzle game about vegetables! Then, the improved ***Sensible Soccer 92/93*** made a great game even better.

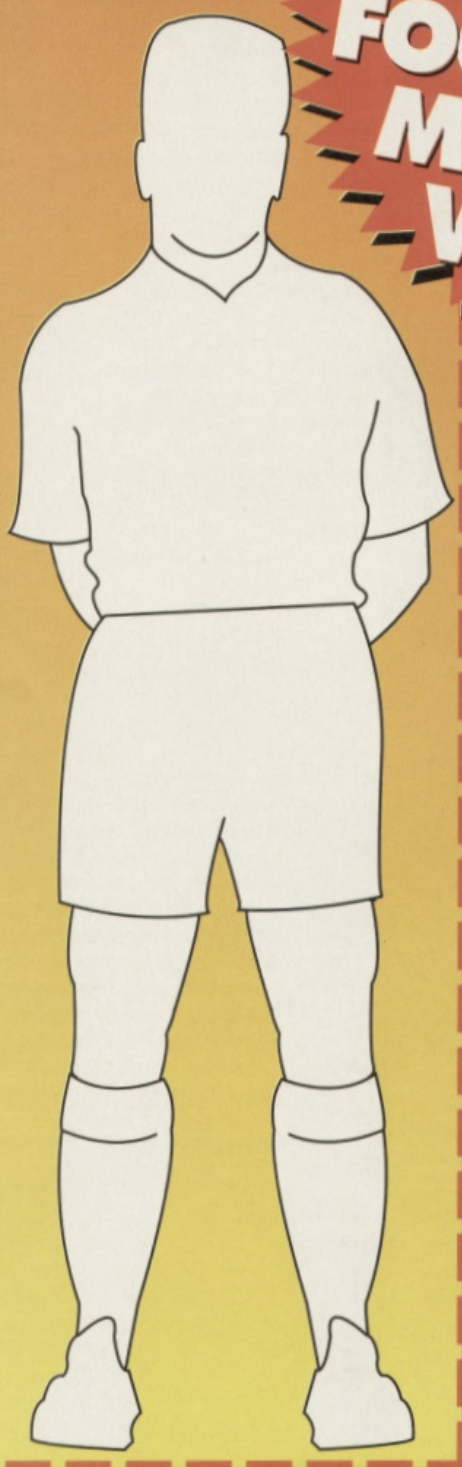
With games like ***Cannon Fodder*** and ***World Of Soccer*** in the pipeline, the Sensible success story looks set to run and run.

COMPETITION

SCORE WITH GOAL!

£750 WORTH OF FOOTBALLS MUST BE WON!

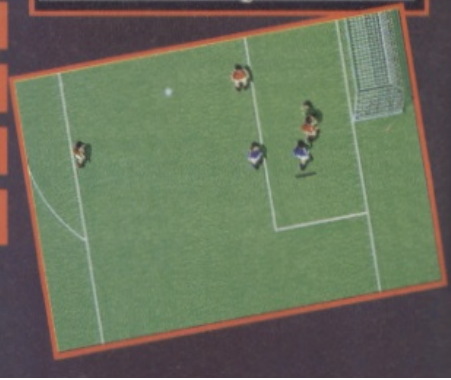
SAINT: Well Jimmy, this new *Goal!* game looks like a winner to me. I particularly like the different viewing angles.
GREAVSIE: Yeah Saint, it's a funny old game.
SAINT: And the things you can do with the ball, you can really score some world-class goals. Programmer Dino Dini certainly knows his football.
GREAVSIE: Yeah, the boy's done well.
SAINT: But it's so addictive, parents up and down the country might be worried about their wee bairns spending too much time sat in front of the computer. Without adequate exercise they could become lazy and bloated, rather like a retired striker.
GREAVSIE: Sick as a parrot?
SAINT: Too right, Jim.
GREAVSIE: Well Saint, I think we've got the cure here. Those lovely lads and lasses at Virgin have donated 50 special *Goal!* footballs, so the kids can practise their skills in the back yard. 'Ere, on me head, Saint... Oomphh!
SAINT: Whoops, sorry about that, Jim. But how can they win one of these balls?
GREAVSIE: Uhh... It's very easy, Saint. All they have to do is design a football strip by drawing on the blank kit on the special coupon below. Stripes and hoops are a bit boring, though — what we need is something really eye-catching, something to dazzle the opposing goalie as you head for goal. The 50 most imaginative ones will win the balls and be over the moon!
SAINT: Wise words, Jim.











amiga FORCE

GOAL! DESIGN A KIT COMP!

NAME
ADDRESS
.....
.....**POSTCODE**

Send your kit design to *IT'S A GOAL! COMPO, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.* Entries must reach our goal no later than 14 September.

RICH PICKINGS

WORLDS OF LEGEND

■ Mindscape, £25.99

Perhaps Mindscape have shot themselves in the foot with this release. *Worlds Of Legend* hits the shelves at a wallet-busting £25.99 just after its almost-identical predecessor (*Legend*) re-emerged as a budget offering. Although *Worlds* tidies up a few of minor flaws, it's hardly going to sell by the barrowload when there's a near-clone on offer for ten quid cheaper. Ho hum!

Fans of the original will find *Worlds Of Legend* instantly familiar. Same isometric 3-D perspective, same four characters, same mix-'n'-match spell system... the graphics are a little more oriental, but this is a minor detail. Those who've already played the big 'L' (or read my review in Issue 5) can skip the next two paragraphs, but for everyone else...

Change of character

Like most RPGs the *Legend* games are swords-and-sorcery offerings. You start with four ready-made characters but can customise them to a limited extent. Each has his own special ability, the most interesting of which is the Runemaster's spellcasting.

Instead of pre-designed spells, you have a collection of runes that are mixed (along with the necessary ingredients) to make a spell to your own specifications. For example, mixing a missile/damage spell creates a bolt of energy with which you can zap your foes. Missile/damage/damage is the same but twice as strong, but cast damage/missile by mistake and it explodes on your fingertips and flies away to no real effect. When you're good, you can mix more complex enchantments.

So how does *Worlds Of Legend* differ from its predecessor? Well, hardly at all really. The runemaster starts the game with a few ready-mixed spells, and the learning curve's a lot friendlier, but the real-time combat's just as annoying. If you haven't got either game, get the now-cheaper original. If you've completed *Legend* and are eager for more, give this a try. It's a great game in itself, though it should really have been released as a data disk.

IAN

TIP TIME! Don't be afraid to use up spells, especially when attacked by multiple monsters.

"The learning curve's a lot friendlier"



■ (Below) Battling against Slim Fast addicts!



■ The isometric 3-D graphics are just as attractive as those in the original *Legend*, and gameplay's very similar too.



■ DEVELOPERS: TAG & PETE JAMES
■ DISKS: 2
■ PLAYERS: 1
■ GENRE: RPG
■ A1200 COMPATIBLE: YES
■ HD INSTALLABLE: YES

■ Looking virtually identical to *Legend*, the sequel has much the same assets and flaws. The isometric graphics are all very attractive but, again, the scenery is largely uninteractive — usually just treasure chests and doors to open. And as with many recent RPGs, the combat system is a letdown: you really just have to watch the characters get on with it and hope for the best. Personally I prefer the more strategic engagements in *Hero Quest*. ■

PHIL



BERSERKER:
Special ability — Berserker Rage
A rough, tough Chippendale lookalike who'd pull your arms off as soon as look at you.



TROUBADOUR:
Special Ability — Bardish Melody
Legend's answer to George Formby, his songs have weird and wonderful effects on the party.



ASSASSIN:
Special Ability — Hide In Shadows
Never turn your back on this guy, especially in the shadows.



RUNEMASTER:
Special Ability — Magic
The most fascinating character of all — he blows you away with some of the neatest spells ever seen.



■ A great game, but too close to its budget predecessor to justify the price-tag.

70%

GUNSHIP


Apache


Blackhawk


Comanche Gunship


Comanche Scout


Defender


Kiowa


Longbow Apache


Super Cobra



■ Planes, trains and automobiles... you get to trash 'em all in *Gunship 2000* (and more besides)...



■ MicroProse, £34.99

You've read the previews. You've played the pre-Christmas demos from our rivals' cover disks (ignore 'em folks, the game's nothing like that any more). You've heard the smarmy gits with PCs say it could never work on the Amiga (they've certainly got napalm-encrusted egg on their faces now). It's been a long time coming, but was it worth the wait? You bet — *Gunship 2000*'s the best flight sim ever, and arguably one of the best Amiga games of all time.

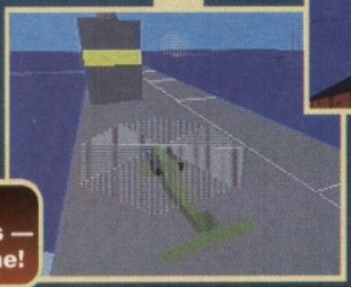
A much-enhanced sequel to MicroProse's ageing classic *Gunship*, *Gunship 2000* is a near-future helicopter simulation based on hardware expected by the turn of the century. Unlike most flight sims, it generates its own missions so there's a near-infinite number available. You could find yourself on a reconnaissance flight, a seek-and-destroy outing,





CHOPPER SQUAD

■ Cut off the enemy's fuel supply by blasting his oil rigs — Red Adair couldn't fix this one!



■ Being a battle-weary veteran of the original *Gunship*, this is one game I'd looked forward to with considerable anticipation. Despite the PC version having been around for some months it gives me great pleasure to say the Amiga conversion has been worth every second of waiting. It combines the presentation excellence of *B17* with a game to outstrip any flight sim I've seen, ever. Graphics are superbly detailed, yet shift at an astonishing rate — even sampled in-game speech hardly slows the action.

And take it from me — action's never far away. The thing about simulating a helicopter is that you don't need to worry about getting lined up with the runway, etc. Just take off, get stuck into some rip-snorting violence and come back, no messin'. The only letdown (apart from some lengthy pre-flight disk accessing) is that it's come out three months after my birthday, so I'm going to have to buy it myself. Life's tough sometimes. ■

MILES



2000 RICH PICKINGS

chasing mobile tank units, blasting Scud launchers, or maybe on a transport trip. Each mission has a primary and secondary objective. Consistent successes are rewarded by promotions, which in turn bring their own rewards — more of that later.

Starting the game as a Warrant Officer Candidate, you get your commission by attempting a training mission, though maybe 'attempt' isn't the right word. You can't crash (well you can, but you restart on the ground safe and sound) and enemy fire has no affect on your chopper. It's an ideal way to get used to your craft, which handles very differently to fixed-wing aircraft.

> **"The landscape's so detailed you can fly under bridges and through narrow gorges"**

'Copter combat

After your milk run you get a crack at a combat mission — single missions only until you reach the required rank, then you can fight campaigns. After choosing your chopper from the eight on offer (some are rank-restricted), you set the game parameters (that's a pretentious way of saying 'difficulty level' — Ed). Your co-pilot can handle counter-measures (lifting you over mountains), counter-measures *and* weapons (not advised — he wastes all your rockets, and it's no fun anyway), or nothing at all (bloomin' tricky). I won't waffle on about everything else you can adjust — check out the screenshot and work it out. Suffice to say that in 'real flight' mode the craft's a bugger to handle for reasons explained in the excellent manual, but easy flight is, well, easy. There's something for everyone here, from the ardent shoot-'em-upper to the dedicated flight sim fanatic.

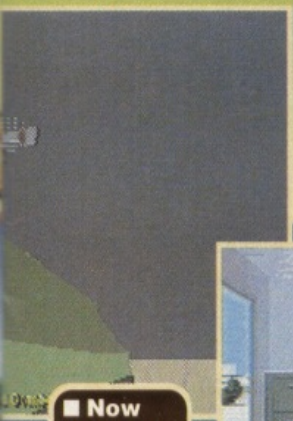
A key feature of *Gunship 2000* is that as the leader of a six-man squadron you have indirect control of up to four other choppers who follow your instructions to the letter, their ability increasing with experience. You can even send a couple of 'copters on a completely separate heading, eg you lead an assault team on the primary objective while your underlings go for the secondary target. This is no game-destroying gimmick, though. You don't need acute schizophrenia to control five helicopters, nor do you feel whole sections of the game are playing themselves.

But what toll has all this action taken on the running speed? None at all! MicroProse completely rewrote the code for the Amiga conversion (no lame PC port here) using their new 'Topographical 3-D' system, making *Gunship 2000* one of the fastest flight outings ever, even though the landscape's so detailed you can fly under bridges and through narrow gorges (when your target hides there, you have to!). Even when a missile arcs towards a selected enemy, the action doesn't slow down a jot.

If you haven't got the message by now, I'll spell it out for you — *G-U-N-S-H-I-P 2-0-0-0* I-S P-H-E-N-O-M-E-N-A-L! The original *Gunship* is MicroProse's best seller to date, and if this one doesn't blast it out of the sky there's no justice at all. You'd be two pilots short of an air force to miss it.

IAN

TIP TIME! Get in close before using your cannons. Look out for the promised data disks too.

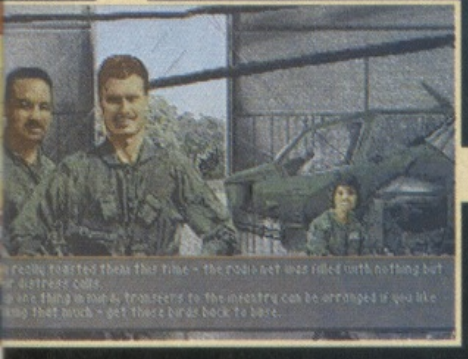






■ Now that's my idea of a cushy job — flying a desk in the UASAF offices.







- DEVELOPERS: MICROPROSE USA
- DISKS: 4
- PLAYERS: 1
- GENRE: FLIGHT SIM
- 1200 COMPATIBLE: YES (NO FASTER)
- HD INSTALLABLE — YES



■ If you don't buy this then you're nothing but a *Blue Thunder* fan.

96%

RICH PICKINGS

THE ANCIENT ART OF WAR IN THE SKIES

Microprose, £34.99

The first page of the manual describe *The Ancient Art* as 'The Fun World War I Strategy & Action Game'. Should a simulation of a war costing millions of lives be described in this way? All the more surprising is the word which 'fun' replaced: 'ultimate' has been crossed out. Surely, if anyone could create the ultimate World War I aviation game, it'd be Microprose?

After being greeted by the usual plethora of options, I was optimistic. Not only does the game offer several military campaigns, but you even have the opportunity to create your own with the campaign editor. 'Typical Microprose depth and attention to detail', I thought.



Before going to war, you can practise the two arcade subgames: bombing and dogfighting. I decided to try my hand at the latter, expecting a lavish polygon 3-D sequence. I almost fell off my seat when I saw two side-view biplanes crawling around a plain blue screen. It's just like the old Atari console *Combat* game of some 15 years ago! The option to switch between friendly planes and attack bombers doesn't make it any more palatable.

Ancient ideas

The bombing section is only marginally better, starting with a reconnaissance photo showing targets and anti-aircraft guns. During the raid, your view is an overhead one of the scrolling landscape below. Slow responsiveness makes the bomber realistically difficult to manoeuvre. It's not a problem, though, as you can usually plan a straight flight path to avoid flak and pass right over targets.

Unperturbed by the crude arcade sequences, I hoped for some deep strategy in the campaigns. I was disappointed. On a scrolling map, you click on airbases to launch squadrons of bombers and fighters to attack enemy installations and aircraft. Apart from selecting altitude and formation, there's little else to do but wait for the next dogfight or bombing raid. The movement of the front line is influenced by bombing attacking troops or nearby bases: advance it to capture airbases and depots. Take enough territory, or shoot down all enemy planes, and you receive an official surrender.

> **"There's little else to do but wait for the next dogfight or bombing raid"**

Perhaps if you had full control over ground units, it might make some sense. But controlling only part of your forces makes for shallow strategy indeed. This, even more than the awful arcade sections, sends *The Ancient Art* nosediving into the ground.

PHIL

TIP TIME! Protect your bombers with the maximum three fighters.







Alas, poor MicroProse... despite their reputation as THE premier strategy publishers, their last two efforts have been well below par. First *B17* (a blindingly accurate simulation, but no game), and now this.

Ancient Art is primitive beyond belief. The arcade combat sequences look like PD games and the strategy elements are about as deep as a muddy puddle on a hot day.

The 'game' comes with the usual MicroProse in-depth historical data which, however welcome, fails to save this very poor offering. Look elsewhere.

IAN

- **DEVELOPERS: EVRYWARE**
- **DISKS: 4**
- **PLAYERS: 1**
- **GENRE: STRATEGY**
- **1200 COMPATIBLE:YES**
- **HD INSTALLABLE: YES**



(Right) The zigzagging frontline is influenced by your bombing raids on enemy troops and installations.



Unfortunate combination of tacky arcade games and shallow strategy.

39%

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(Dept AF August 93)

RICH PICKINGS



The planet Arrakis, known as Dune.

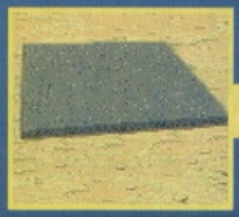


The House that produces the most Spice will control Dune.



Vast armie

STRUCTURES



Concrete Slabs: Serve as foundations for buildings which, if built on bare rock, would need constant repairs.



Spice Silo: An additional storage area for harvested spice — if you don't have enough storage space, the spice is lost!

Outpost: Gives a radar picture of explored area., essential for spotting enemy raids.



Wind Trap: Provides essential power for other buildings.

Construction Yard: Required to build any new structures.







Light Factory: Makes small, lightly armoured combat vehicles.

Barracks: Produce Light Infantry units.



Refinery: Comes complete with a Harvester vehicle to collect spice. On returning to the refinery this is converted into credits.



Other structures — available on later levels — include turrets, factories to build heavy tanks and aircraft, and a Starport for intergalactic trading.







Virgin, £29.99

DU

Variety is the spice of life. And on Dune, Spice *is* life. Those who consume it can live for hundreds of years. The strange stuff is also used to warp the fabric of space, making interstellar travel possible. As such, Spice is by far the most-valuable commodity on the planet — whoever controls it, controls Dune.

In *Dune II*, three warring factions are trying to grab as much Spice as possible. The 'goodies' are the Atreides, a diplomatic people who prefer not to attack the other sides, but simply defend their own operations. The 'not-so-goodies' are the Ordos, cunning traders who are partial to odd bit of sabotage and terrorism. Then there are the real 'baddies', the Harkonnen, a cruel people who'll stop at nothing to get what they want.

Unlike most games, you can play any of the sides, aiming to collect enough spice in each 'mission', set by your Mentat (leader). Your base is shown on an overhead-view scrolling map. Initially it's surrounded by blackness — territory only becomes visible when explored by your forces. You start with just a handful of soldiers and small trikes, which can be moved around and told to attack any enemies spotted.

Your base initially consists of just a construction yard, used to build other structures. It's best to lay down concrete-slab foundations for these, as building on bare rock means they'll need constant repairs. A wind-trap power plant is the first essential construction, providing electricity for further buildings such as barracks, vehicle factories and radar outposts offering a view of the entire (explored) map. Buildings cost credits: you start with a small amount, but need to earn more by harvesting Spice. This is done by

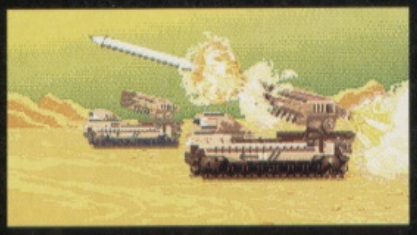
"Ca
spen
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have arrived.



The noble Atreides.



The insidious Ordos.



And the evil Harkonnen.





Quad: Lightly armoured four-wheeled vehicle firing armour-piercing rounds.

Raider: A quick-strike vehicle with less armour but more speed than a standard Trike.

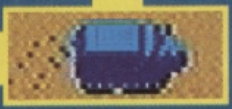




Trike: Lightly armoured three-wheeled vehicle. Fast but with limited firing range.



Harvester: Separates spice from the sand. Once filled it returns to its Refinery.



Troopers: Armed with Rotary Cannons and wearing mechanised power suits.





On later levels, various tanks and aircraft are available, plus technologically advanced weapons utilising sonic energy, plasma, and even nerve gas.

Infantry: Lightly armoured foot soldiers equipped with assault rifles.

UNITS

UNE II

creating a Spice refinery, which comes complete with its own Harvester vehicle. When the latter's full, it returns to base where the Spice is converted into credits.

Defence budget

Credits can be used to create more buildings and units. Military hardware is needed to ward off attacks or maybe even capture enemy bases. The real-time nature of the action makes quick thinking essential if you're not to lose costly units in fruitless sorties. Building new units and repairing structures becomes impossible when the limited amount of Spice runs out, so careful spending is an essential part of the strategy.

eful ling is sential of the tegy

The first two levels are a good introduction to the construction and harvesting aspects, with few enemies to worry about. On later levels, the military strategy gets more important with vicious (sometimes three-way) battles as more-advanced weaponry becomes available — an added incentive to progress through the levels.

It's rare that a strategy game has me so engrossed as *Dune II*. Maybe it's the wonderful scenario, in particular the three-way nature of the war. Perhaps it's the easy-to-use controls or the combination of god-game-style construction and military conflict. Whatever it is, I thoroughly enjoyed playing.

PHIL

TIP TIME! On later levels it's worth building several refineries to speed up Spice production.

A competent, playable strategy offering that has virtually nothing in common with its predecessor, *Dune II* manages to be both complex and accessible without falling between two stools. The interface is very good, with crystal-clear icons and attractive graphics, though the delays involved in construction aren't welcome. The 'Yes Sir — acknowledged' speech samples get on your nerves after a while, but the game as a whole's a worthy release.

IAN

- **DEVELOPERS: WESTWOOD STUDIOS**
- **DISKS: 6**
- **PLAYERS: 1**
- **GENRE: STRATEGY**
- **1200 COMPATIBLE: YES**
- **HD INSTALLABLE: YES**



A sound strategy offering with a very atmospheric theme.

87%

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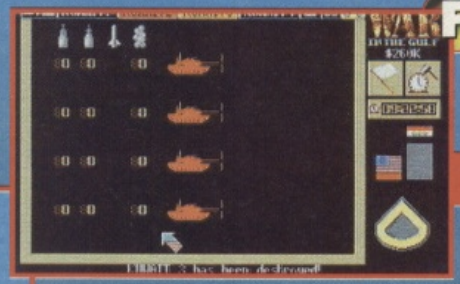
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RICH PICKINGS

■ Yee hah! Another Iraqui pig-dog eats warhead. Well actually that's my tank. Tough game!



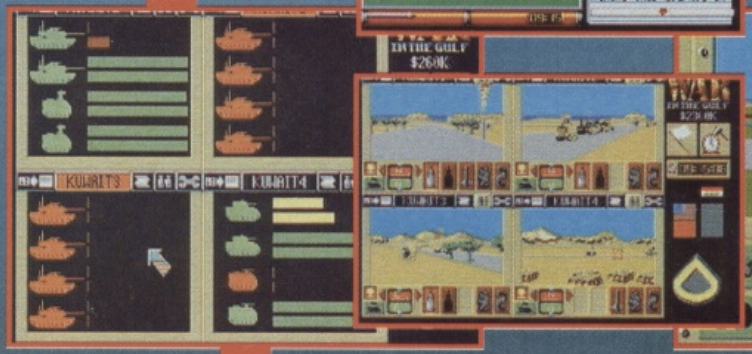
■ (Left) An unsatisfactory campaign — you've trashed all your own tanks. Better start again rookie!

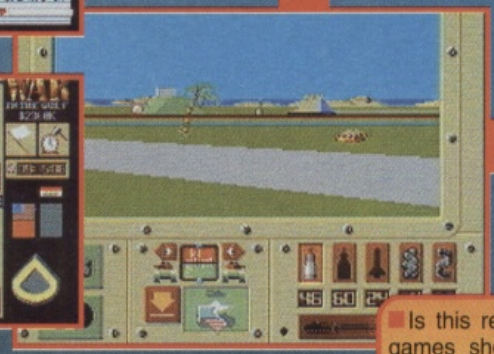


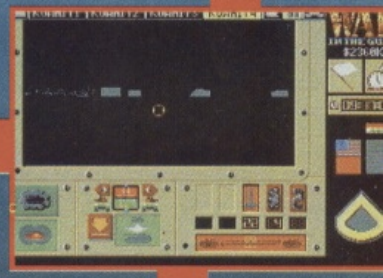












WAR IN THE GULF

Empire, £29.99

If you thought *Desert Strike*'s thinly veiled Kuwaiti-invasion-inspired blasting was close to the bone, you're gonna love *War In The Gulf*. The follow-up to *Team Yankee* and *Pacific Islands* treads steadily in its ancestors' footsteps with very little difference in graphics or play.

You're in charge of Team Kuwait — a crack division of 16 vehicles: four units of four. All can be manipulated simultaneously with the screen divided into four windows, one for each unit. Alternatively you can concentrate on controlling one platoon with a full-screen display.

Strategies are conceived and battles directed on the map of the war zone. It's also possible to track enemy movements from here as long as they're visible to at least one of your units. A zoom function allows you to either survey the entire battlefield for a general idea of the situation, or magnify smaller sections to enable precise deployment and manoeuvring.

> "The emphasis is heavily on strategy"

Oil be there

Combat takes place on a rather more impressive 3-D view. Tanks, friendly and hostile, whizz past very convincingly — as do good-looking, fast-moving polygon buildings. Attacking enemy vehicles is quite simple. Aim with a mouse-controlled floating gunsight and click to fire. A range of shells and missiles are available, depending on the vehicles in the selected platoon, all of which have realistic loading times — guaranteed to drive you crazy. Taking out three from a squad of four opposing tanks and then having to wait several seconds for reload while the remaining enemy takes careful aim will have you screaming blue murder at your monitor, but it all adds to the atmosphere.

25 difficult assignments offer considerable challenge. However, the emphasis is heavily on strategy so don't expect to roll around mindlessly blowing away anything you see. Fans of the previous games in the series will find everything familiar with only a few minor tweaks, and it's easy enough to get into for the uninitiated

As for a conclusion, this is a tricky little chestnut to sum up. Initial appeal is largely down to the excellent graphics as you watch tanks zooming around, really looking like they mean business. When you get down to actually playing, though, it's fast-moving strategy with arcade action taking a backseat. Try before you buy, 'coz this is no cheapie.

MILES

TIP TIME! Use tree line as cover for movement whenever possible.

■ Is this really in order? I'm not saying war games should *always* be set before living memory, but The Gulf... it's a bit soon, isn't it? Shameless exploitation of recent tragedy? Blatant trivialisation of human suffering for entertainment purposes? Or is this a load of uptight 'politically correct' hogwash designed to produce a mass guilt trip? You decide.

Either way, the game itself's brilliant. Fans of Empire's earlier tank sims like *Team Yankee* and *Pacific Islands* will feel right at home, but this one's even better. ■

IAN

■ DEVELOPERS: IN-HOUSE
■ DISKS: 2
■ PLAYERS: 1
■ GENRE: STRATEGY
■ 1200 COMPATIBLE: YES
■ HD INSTALLABLE: YES



■ A good-looking if ultimately limited war game.

79%

RICH PICKINGS

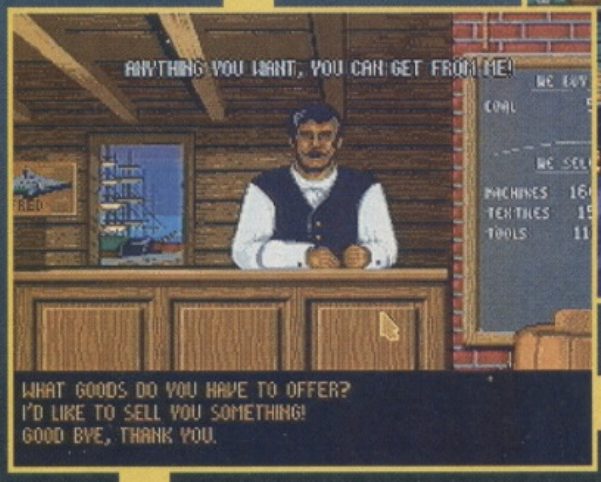
A1200 UPDATE

■ A special A1200 version of *1869* is being released at the same time as the normal Amiga game. An extra disk provides additional screens, more-colourful graphics, and improved music and sound.





■ **(Above) Drinking and recruiting new crew members in the pub. (Below) Would you buy a used ship from this man? Too bad, you can't — it's the market, not the shipyard.**





■ **(Above) What a merchant banker — he won't stand a loan! (Below) Prepare for a life on the ocean wave: ie rum, sodomy and the lash!**







1869

■ **Flair, £29.99**

Anyone seen *The Onedin Line*? Dreadful, wasn't it? Pristine haircuts, height-of-fashion clothes that never got dirty, and apart from the odd plot-induced storm the sun was always shining! What about the mouldy biscuits and rancid drinking water? Why did the crew never mutiny? And why were they never robbed at sea? Get real guys, get *1869*...

Set in the golden age of, erm, nothing in particular, *1869* is a trading game covering the period 1854–1880. As a merchant-captain you buy goods, ferry them to where they're most needed and hopefully sell them at a profit (a sort of sea-faring Del Trotter). Each port has merchants who buy and sell produce, but are picky about what they pay for — they always buy, but unless it's something they really want, you could easily make a loss. Trade profitably and you can buy more ships, steam taking a greater and greater role in ocean trading as time goes on.

Unlike most trading games you won't beat it by finding a bread-and-butter route between two nearby ports, getting rich by buying, say, tools in London, selling them for a profit in Calais and filling the ship with jewellery which you can sell for megabucks in London again (repeat until bored). This isn't possible in reality, and it isn't possible here either. Merchants are reluctant to pay top whack for large consignments, so the most profitable way to trade is to fill your ship with a variety of goods in smaller quantities, probably from different ports. The game won't let you overload your ship, but wait too long between repairs and performance is seriously reduced.

Plain sailing?

1869 is the best pure trader I've ever seen. It's a tough challenge (to say the least), its attention to detail is superb, and in multi-player mode it's competitive enough to destroy the firmest friendships.

Unfortunately the manual doesn't live up to the standards of the game. There's plenty of history here (there has to be — world events play a major part in the game) and the instructions are clearly laid out, but the translation from the German original's appalling. The standard of historical research is excellent, but don't tell your history teacher 'France became independent after the 1870 war with Prussia' — you'll never live it down.

> **"Purists will appreciate the absence of lame arcade sub-games"**

1869 is an excellent game let down by a comprehensive but dodgy manual. Purists will appreciate the absence of lame arcade sub-games, though its note-making, head-scratching approach won't appeal to everyone. Me, I'm off for another game...

IAN

TIP TIME! Make copious notes, and pay attention to your history. 1869, for example, is the year the Suez Canal opened, cutting the Europe-to-Asia trade route by half.

■ DEVELOPERS: MAX DESIGNS
■ DISKS: 3
■ PLAYERS: 1–4
■ GENRE: STRATEGY
■ A1200 COMPATIBLE: SEE BOX
■ HD INSTALLABLE: YES



■ **An excellent trading game, but definitely one for the purists.**

83%



■ (Left) It's Chris Lowe from the Pet Shop Boys! And it looks like he's going S-H-O-PP-I-N-G! Pity the gameplay's worse than his dress sense but we can't all wear big pointy hats and *still* look cool!

■ *Whale's Voyage* is a game that doesn't live up to its initial promise. The plot is okay, the setting a welcome change from all that demons and wizards guff, and the character creation — er, wow!

Unfortunately it plays like a brick. No modern RPG should demand this much traipsing around, and the incidental characters' lack of intelligence is irritating in the extreme.

Those with a lot of patience will enjoy *Whale's Voyage*, but personally I'd go for *Ishar 2* instead — it's not as original, but it's a darned sight more playable.■

IAN







WHALE'S VOYAGE



■ Flair, £29.99

Before you ask, this game doesn't involve aquatic, blubbery mammals. In fact it's an RPG-ish adventure set in a future age.

Play begins with you designing your four-man crew in quite a novel way. Instead of just selecting attributes for each character, you actually get to choose its mother and father from a choice of five. You then decide how your new born sibling grows up. Is he a street urchin or do you send him to the local catholic primary? Next choose from college or military school, among others, before finally selecting a university. All these decisions determine the kind of person your character grows into.

The voyage begins on the inhospitable slum planet of Castra. Once the system's richest planet, years of neglect led to decay and now crime is rife. To get away, your team pool all their money to purchase the 'Whale', a rusty old freighter with no fuel and dodgy MOT.

Save the whale

Your first task, therefore, is to beam down to Castra and obtain some cash. Only then can you fill the Whale's tanks and move about the galaxy. The ultimate aim's to make wads of money trading between planets and solving puzzles encountered along the way. Buying and selling of merchandise is all done aboard ship using a hassle-free icon system. However small items can be found and traded by hand at various shops. Progress through the mazes of streets is viewed in 3-D with a handy on-screen automapping system to stop you getting lost — a welcome inclusion as most streets look identical.

Presentation, graphics and sound are fine. Unfortunately gameplay deteriorates into seemingly endless wandering and searching. Most locations contain nothing of use, and interaction with independent characters is a joke. Only a select few will give any kind of helpful response at all.

"Interaction with independent characters is a joke"

To interact with someone you've gotta choose the select icon followed by an action icon, eg talk to, attack. Unfortunately while you're fiddling around with these the person keeps moving. If they happen to wander off screen you'll have to catch them and start all over again. Not my idea of fun. Worse still, if you happen to attack someone you shouldn't, a squad of guards instantly appear from nowhere to blow you away — game over. Utterly ridiculous.

Whale's Voyage is too hollow to keep your interest up, there just ain't enough to see or do. Steer clear.

MILES

TIP TIME! Be methodical when exploring cities so you don't miss anything.



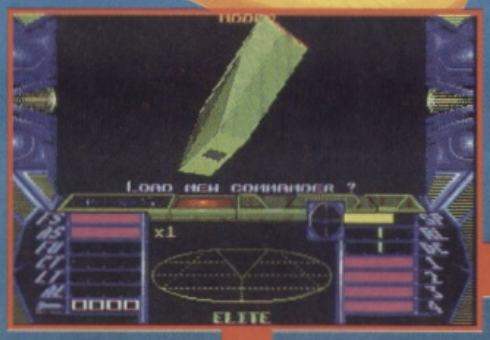
■ **DEVELOPERS: NEO**
■ **DISKS: 7**
■ **PLAYERS: 1**
■ **GENRE: RPG**
■ **1200 COMPATIBLE: YES**
■ **HD INSTALLABLE: YES**

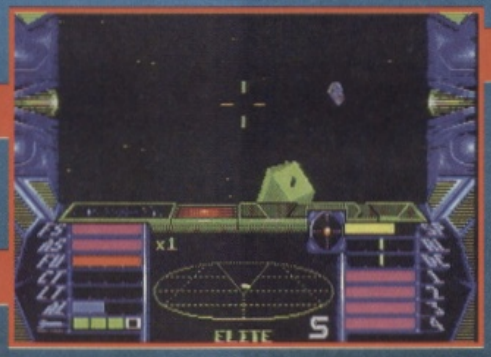


■ **Excessive wandering with little too get the adrenalin going.**

54%

RICH PICKINGS SPACE LEGENDS





■ (Above & Right) The classic space trading sim *Elite* is still a great game, combining 3-D blasting action and buying/selling of commodities.

■ (Below) You meet some interesting characters on your travels in *Mega Traveller 1*.





■ (Above) *Mega Traveller 1* is an enjoyable space-based RPG. (Below) *Wing Commander* suffers from slow speed, at least on normal Amigas.



■ A worthwhile package for budding space-farers

78%

■ Empire, £29.99 (compilation)

When I was a young Spectrum owner, I owned a game called ***Elite***, I'd first seen it on the Acorn Electron and, being suitably impressed by its depth and playability, had rushed out to buy it. Weeks were spent enjoying its wire-frame graphics, exploring its many star systems and blowing up everything I came across. I'd go as far as to say it's one of the best games I've played on an 8-bit.

I'd not seen it on the Amiga before the *Space Legends* compilation arrived in the office. To be honest, I'm rather disappointed by it. If you haven't seen *Elite* before, you probably won't know that it's a mixture of a space-flight simulation, trading and... oh yeah, lots of fighting too. Combat (be that with space pirates or police) is one of the game's better aspects: also, the decisions made in trading and travel *do* have a bearing on your success.

On the 8-bits, everything is displayed in wire-frame 3-D, unless you're docked in a space station — in which case, there's loads of text to look through and act upon. The Amiga version utilises solid 3-D graphics during the flight sequences, and they're impressively fast. For some strange reason the programmers ditched the text displays in the space stations, in favour of a supposedly superior icon system, but it's not as easy to use.

"A fair collection of game-styles"

Warp Speed Zero

I reviewed ***Wing Commander*** back in Issue 4, and, as I said at the time, it's a game that's limited on the standard Amiga. Sure, the graphics are impressive in places, and the atmospheric presentation adds so much, but it's tainted by a sluggish pace and unresponsive controls. On the A1200, it's a far more playable affair — everything (just?) hangs together, and it's a fair space-orientated shoot-'em-up . All the same, I think the conversion from the PC original could've been far better.

Finally we'"ve arrived at ***MegaTraveller 1***, a game I've not encountered before. A space-based RPG with a wealth of options and areas to explore, it's limited unless you really dig this sort of thing. It does have a lot to offer, and controlling your team through the different situations has a definite charm — even I enjoyed plugging away at it for a while. Try it and see — you may be pleasantly surprised as I was.

So, that's *Space Legends* in its entirety. *Elite*'s a great all-round game, but not as good as it could have been — especially when you consider how great it was on other machines. *Wing Commander* is disappointing — even when speeded up on the A1200. As for *MegaTraveller 1* — well, it's a very good RPG, but only if you've got the time (and patience) to get established in it.

This compilation works moderately well. Apart from *Wing Commander* on the 16-bits, it's a fair collection of game-styles that *will* appeal, though it's hardly an essential purchase.

JAMES

TIP TIME! See this month's Tips Bits for the full guide to *Elite*'s cheat screen.

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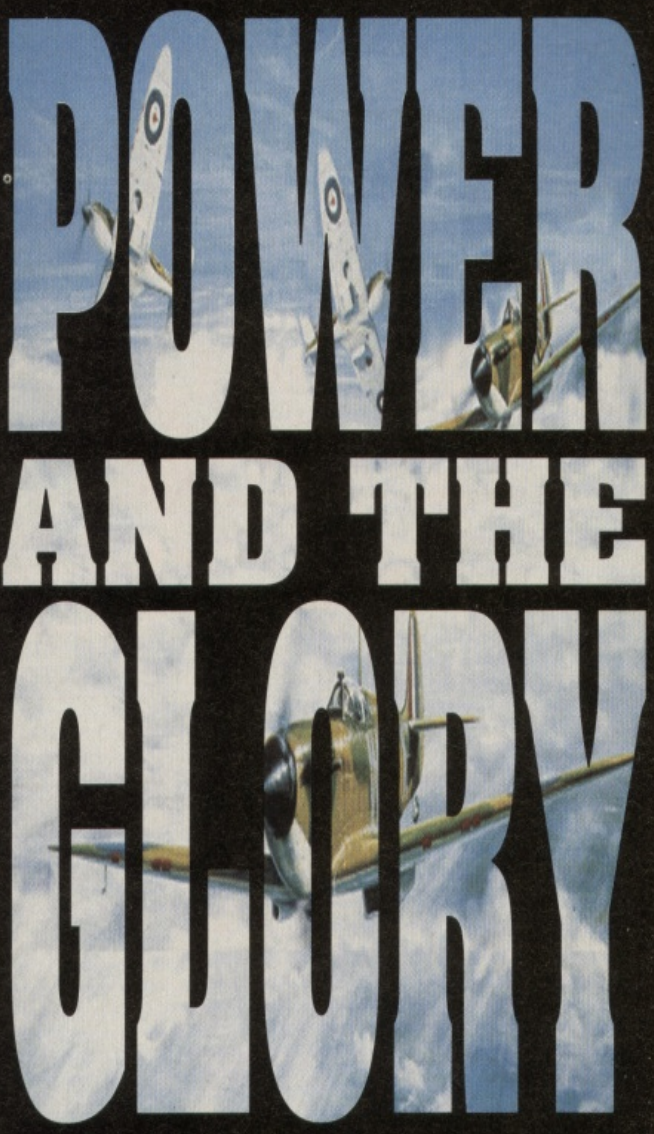
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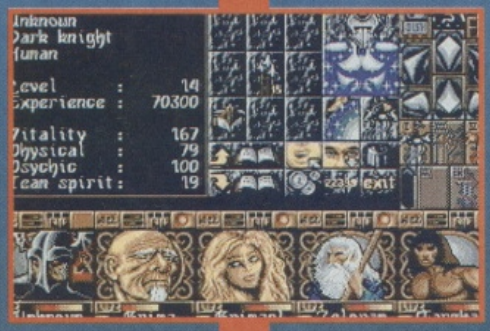




■ It's like Jason and the Argonaughts, in'it? First you get hammered by the three stoogies, then you're up against a load of skeletons (the one in the middle looks like Ian's girlfriend).



■ Oh woe is me — I'm about to die! But, in true role-playing fashion, not before I give you a vital message.



■ (Above) You find a fair few odds and ends as you travel through the islands. Use them wisely!
(Below) Oh balls — big steel spikey ones on chains. If that lands on your nut, it'll give you a right pain in the chessboard'





ISHAR 2
MESSENGERS O

■ Silmarils, £29.99

First there was *Crystals Of Arborea*. Okay it was the first, but there's no getting away from the fact that it wasn't that great. It ran too slowly and there was too much wandering around, a flaw which also cursed its otherwise-promising successor, *Ishar — Legend Of The Fortress*. The third game in the series tidies up a few problems, polishes the overall gameplay and generally takes the *Ishar* series one step further. Though not without its niggles, it's one of the best roleplayers this year.

Ishar 2 is big. On second thoughts, make that B-I-G — really big! Boasting a massive 160,000 views and 40,000 locations, you could say it's as big as a very big thing. Good job they included a decent map this time, innit?

The game's spread over seven large islands, each having its own map. The first two are given immediately, the others you have to find. *Ishar 2*'s maps are far more detailed than its predecessor's grotty effort, and (shout a big hurrah with a cherry on the top) your current position is marked! The maps are far from perfect but they're a great leap forward from *Ishar*, whose map was all-but-useless. Maybe *Ishar 3* will contain maps on which you can place your own markers to show, well — anything you like, eh?

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Single combat

Messengers Of Doom retains the real-time combat system favoured by *Legend Of The Fortress* (a mistake in my view, but that's a purely personal opinion), but this time they've moved the attack icons. Unlike the previous game where they sat above the character heads, they're now all together in a little cluster. This makes them far easier to use, and allows much speedier attacks in the heat of the fight, though there's still no 'universal attack' icon allowing everyone in a position to attack strike at once.

Also retained from the previous game is the marching-order screen. Click on that squarey-thing that looks like a noughts and crosses grid and you can alter your party's layout, maybe putting magic-users and thieves (neither known

RICH PICKINGS













■ It may be dog-eared and torn, but don't grizzle — this map was hard won. Although not perfect, the mapping system is much better than in *Ishar — Legend of the Fortress.*



■ Warm Tear, my fellow traveller. Click on a map section for a detailed close-up (there I am)!



amiga FORCE Rave!

2 — F DOOM

for their combat abilities) to the rear, and the macho fighters to the fore. Only the first rank can attack, remember.

Perhaps the best thing about *Ishar 2* is the character generation — there isn't any! You can use your party from *Legend Of The Fortress*, but this isn't essential. Assuming you don't, you start the game with a single character (Zubaran) who wanders alone until he meets a possible ally. He then invites him to join the team. As the party grows, all members get a say in who's recruited and who isn't (very democratic, eh?). For example, Dwarves and Elves don't get along too well, so if you try recruiting a Dwarf your Elven magic-user will object. It's a majority decision though, so he might get overruled.

"ne you t has thing say"

Party in-fighting

If you're to succeed you must plan your party very well. As leader you have some control over the other characters, but they're still thinking beings in their own right — don't expect an evil murderer to get on well with a godly priest. At best this leads to in-party squabbles with some characters unwilling to help others; at worst, outright conflict. This is roleplaying in its truest sense, with each character a person in his or her own right and not just an extension of the player's ego.

As you can see from the screenshots, the graphics are excellent. For once the generic trees and grass actually look like they belong in a wilderness and not a kiddie's playground, and if the visual atmosphere draws you in, the progressive storyline keeps you there! Almost everyone you meet has something to say, and it's usually relevant even though it may not seem so at the time. This is what adventuring's all about.

The game's not without its niggles. Although the disk accessing and swapping's as unobtrusive as possible, I could do without having to load in an animation from the boot disk every time I die — the option to just carry on would be a boon. Also, the said disk contains half a dozen or so intro sequences. Press ESCAPE to skip to the next, or RETURN to get straight into the game. Fair enough, but this isn't in the manual. Can anyone honestly say that when they first bought their Amiga they never cursed a programmer for including a lengthy intro sequence, not realising they could skip it? I know I did.

Despite these minor moans, *Ishar 2*'s an epic game. It's reached the zenith in user-friendliness and size, and has an atmosphere that blows you away. Here's to *Ishar 3*, and hopefully a complete change of scenery…

IAN

TIP TIME! From the beginning, go North to the town. Wind the well for a pleasant surprise!

- DEVELOPERS: Pascal Einsweiler & Michael Pernot
- DISKS: 3
- GENRE: RPG
- 1200 COMPATIBLE: YES
- HD INSTALLABLE: YES

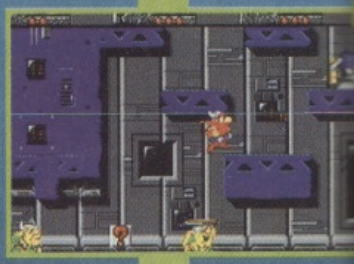


■ Atmospheric roleplaying at its best — a true epic

91%

THE LOST VIKINGS





Interplay, £29.99

The three Viking brothers must have thought they'd drunk too many flagons of mead. Only that day they were enjoying the autumn hunt and feast in their small village, but they were to awake in the night, a strange force lifting them from their beds and towards a metallic object in the sky.

It turns out that the intergalactic zoologist Tomator had visited Earth, searching for new and strange life forms to add to his collection. When he spotted the Vikings winning some primitive ritual he decided to beam them aboard his ship. Unfortunately for him his teleport was on the blink and instead of sending the Vikings to his specimen room, it materialised them in the ship's corridors. A lucky break for the brothers, but now they would need to pool all their special abilities to somehow escape...

> "The needless disk accessing is a pain"

Puzzling pillage

Their epic quest to return home comprises a series of 37 puzzling levels. In each, you have to work out where and when to use each Viking's special skills to bypass hazards and perform tasks. For instance, you might need Baleog to slice a few baddies with his sword, or use Olaf's shield to protect his buddies from enemies or laser bolts. Sometimes Vikings must be used in combination, eg Erik jumping onto Olaf's shield from which he can leap to an otherwise unreachable platform. The first few levels introduce the various skills and concepts, giving on-screen hints. From then on, you're in for a real helmet-scratching time...

Objects complicate matters: often you'll need to find and reach an item to be able to pass through another part of the level. For example, on one level you encounter a gravitational field which lifts your Vikings up towards a fatal electric charge. Somewhere a fiendishly secreted pair of gravity boots holds the solution.

Manipulation of objects is easy enough. Each Viking can carry up to four items: pressing the Tab key enables you to select (using a cursor) the item to be used. Objects can also be dropped (eg bombs) or given to another nearby Viking.

Viking hell!

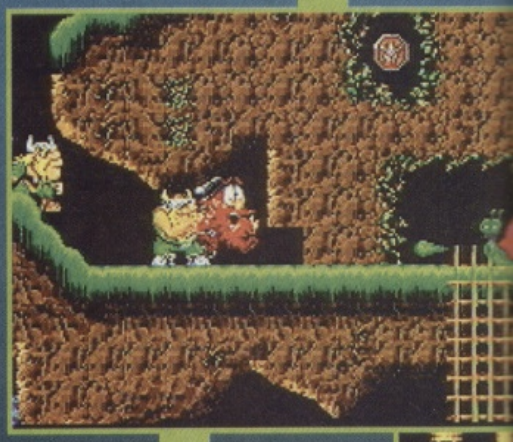
The need to use the keyboard for certain actions arises from the game's console origins, where they were activated by the extra control-pad firebuttons. You get a choice of keys to use, but it would have helped if they'd been user-definable. You often have to pore over your keyboard to find the right key to use an object (E), activate a switch (S), switch between Vikings (Del, Help, keypad 7 or 9) or use a Viking's secondary ability (D, keypad + or enter). A strange choice of keys, I think you'll agree, and the latter (activating Baleog's bow or Erik's headbutt) is the most annoying as you often need it in a hurry.

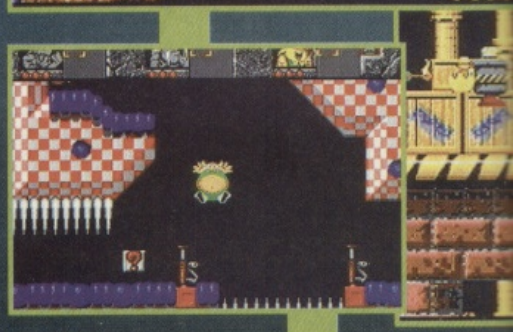
You get used to the keys after a while, but the needless disk accessing is a pain. When a Viking dies it's impossible to complete the level, so the option to give up is essential. However, doing so results in the lengthy loading of an animated sequence (a burning Viking ship) before reloading the same level back in! As you often lose a Viking due to a silly error, this wait becomes very annoying — when I fail a level, I want to go straight back to the start and try again.

At least a password system ensures you don't get too frustrated — aided by the humorous nature of the game, with numerous speech-bubble comments from the Vikings. Most of all, though, it's the well-designed levels that keep you coming back for more. Okay, so you don't get as many special abilities to choose from as in the *Lemmings* games, but it's no less perplexing. An added attraction is the more-satisfying direct control of the characters. If you can stand the disk accessing, *The Lost Vikings* is a really playable puzzler.

PHIL

TIP TIME! Explore new areas with Olaf first, as he can't usually get hurt. And watch out for some great tips in the next AMIGA FORCE!







Bomb: Drop one by an item (eg a computer) to blow it up.



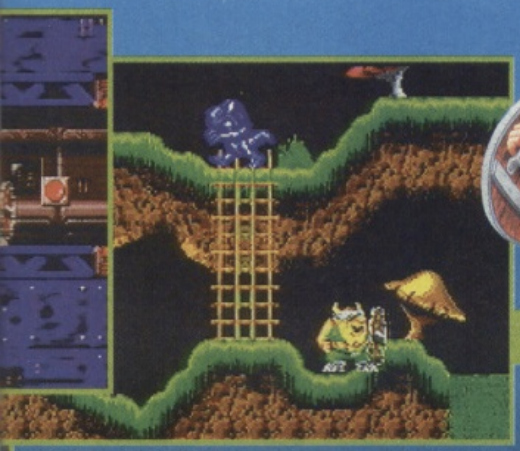


Food: Heals 1 health point when eaten.



Key: Used to unlock doors of the same colour.

RICH PICKINGS





CHARACTERS



OLAF THE SCOUT
Age: 23
Height: 6'2"
Weight: 320lbs
Speciality: Defence
Equipment: Shield
Although Olaf cannot kill baddies, his hefty shield stops them in their tracks. It also repels laser bolts, allowing the other two Vikings to get safely past. When he lifts the shield above his head he can hang-glide safely down long drops, or let Erik jump on it to reach higher platforms.

ERIK THE SWIFT
Age: 19
Height: 5'8"
Weight: 160lbs
Speciality: Fast running, jumping
Equipment: Running shoes, a strong head
Erik is the fastest of the three Vikings, and the only one who can leap over gaps. He also comes in handy for knocking down walls by headbutting them at speed! His weakness is his vulnerability to baddies, having no shield or weapons.



BALEOG THE FIERCE
Age: 25
Height: 6'0"
Weight: 220lbs
Speciality: Combat
Equipment: Bow & arrows, sword
Baleog can kill most enemies with two swings of his sword, or by firing arrows at them. The latter can also be used to activate switches — even if there's an electric field in the way.
Though brilliant on the attack, Baleog isn't too good at defending himself, so it's a good idea to hide him behind Olaf's shield when fighting fiercer baddies.



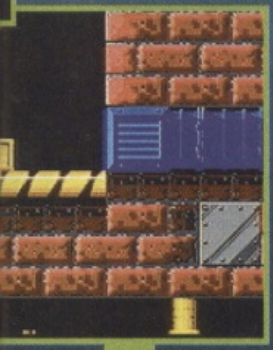
■It's a puzzle game... no, an arcade adventure... or maybe it's a save-'em-up? One things for sure, though — *The Lost Vikings* is one of the most original games seen in many a year.

Like *Lemmings*, the aim of the game is to get your troops to the level exit, keeping body and soul together in the process. Like say, *Steg*, you have direct control over your characters (though unlike *Steg* there's three of 'em), and their differing abilities pay more than a passing nod to *Head Over Heels*. Okay, the controls are a little intrusive and the disk accessing's a pain, but it's still a great game. Recommended. ■

IAN

■ **DEVELOPERS: SILICON & SYNAPSE**
■ **DISKS: 2**
■ **PLAYERS: 1**
■ **GENRE: PUZZLER/ARCADE ADVENTURE**
■ **1200 COMPATIBLE: YES**
■ **HD INSTALLABLE: NO**

ITEMS



Steak: Heals 2 health points.





Smart Bomb: When detonated it destroys all enemies on screen.

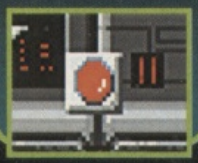


Gravity Boots: Enable a Viking to walk normally in a gravitational field.

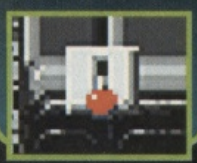




Buttons: Press them to open doors etc. Baleog can hit them with arrows.



Switches: Look different but act in exactly the same way as buttons.



Shield: Gives a Viking a bonus blue health point.



Flaming Arrow: Kills an enemy with just one shot.



■ **A refreshingly original arcade adventure with bags of humour.**

81%

RICH PICKINGS





■ **(Above) The Arcade Challenge pits you against successively better computer teams, earning points by multiplyng the goal difference by the skill level.**







amiga FORCE rave!

GOAL!

■ Virgin, £25.99

Okay, let's get straight to the burning question: 'Is *Goal!* better than *Sensible*?' Well, that's a tricky one. The fact that I'm even considering the possibility tells you that *Goal!* is one damn fine game.

It takes the basic elements of *Kick Off 2* (Dino Dini's earlier game) and transforms them into a much more playable, skilful exercise. The tricky dribbling's still here, as is the ability to trap the ball by holding down fire. Not only can this method be used to stop and pass the ball to team-mates, it's a useful trick for controlling the ball before changing direction. This is great for wrong-footing defenders, as all the players now have realistic inertia. When you start running, it takes a while to get up to full speed, and the controlled player can't instantly zip off in another direction — he has an authentic turning circle, dependent on his speed.

> **"Long-ball merchants will have a harder time here"**

Shooting is achieved by a quick tap of the fire button, and aftertouch can be applied to swerve the ball, lift or dip it. However, unlike *Sensible* (and *Kick Off 2*) it's impossible to send a massive lob down the pitch — long-ball merchants will have a harder time here.

Heading for goal

Other player manoeuvres include the scissor kick, chip (now with aftertouch), and header. The latter is also bad news for long-ball players as it's a difficult skill to master — you have to be very accurate to even connect with the ball, and power headers rely on running fast before jumping.

With all this complexity of control, you may think *Goal!*'s too tricky. Well it is hard to get to grips with — perhaps not as instinctive as *Sensible* — but once you get the hang, you can put some really clever moves together and score truly great goals. I even enjoyed watching the optional action replays in close-up — you can play using this view, but I preferred the more traditional 'zoomed out' mode.

Where *Goal!* really scores against *Sensible* is in its challenge for solo players. The computer teams are really hard to beat unless you adjust their skill level down, and yours up. This handicap system also permits a novice player to stand a chance against an expert.

As to that initial question, I still can't decide, but — complete with superb crowd FX, a host of play options, league and the ability to edit teams — *Goal!* is an essential purchase for any footy fan.

PHIL

TIP TIME! Against computer teams, try dribbling the ball all the way down the wing, then passing across to the centre-forward.

■ Not being a great fan of *Kick Off 2* (I HATE the damned game), I wasn't expecting too much of *Goal!*. It just shows how wrong you can be.

Allowing the players to turn on the ball when moving slowly is a brilliant idea, adding loads to the playability and realism. The arcade challenge (earning points by playing gradually better computer teams) is one of the neatest and most innovative ideas ever seen in a soccer game, and unlike *Sensible* it has a practice mode.

Goal! lacks the humour of the Sensible boys' offering, but it's certainly not short of playability. So which is the best? You decide, but at the end of the day the lad Dini did well, leaving his detractors as sick as a parrot. ■

IAN

■ **DEVELOPERS: DINI & DINI**
■ **DISKS: 2**
■ **PLAYERS: 1-2**
■ **GENRE: FOOTBALL SIM**
■ **1200 COMPATIBLE: YES**
■ **HD INSTALLABLE: NO**



■ **Extremely playable in one- and two-player modes — don't miss it!**

92%

HAPPY LANDINGS...

COMPETITION

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BLACKHAWK



SUPER COBRA



KIOWA



■ Ever wondered how those brave American airmen keep warm while flying through the air at Mach whoknowswhat? Do you lie awake at night worrying how they make a fashion statement during their off-duty hours? No? Neither do we, but we do appreciate their snazzy Avirex flying jackets.

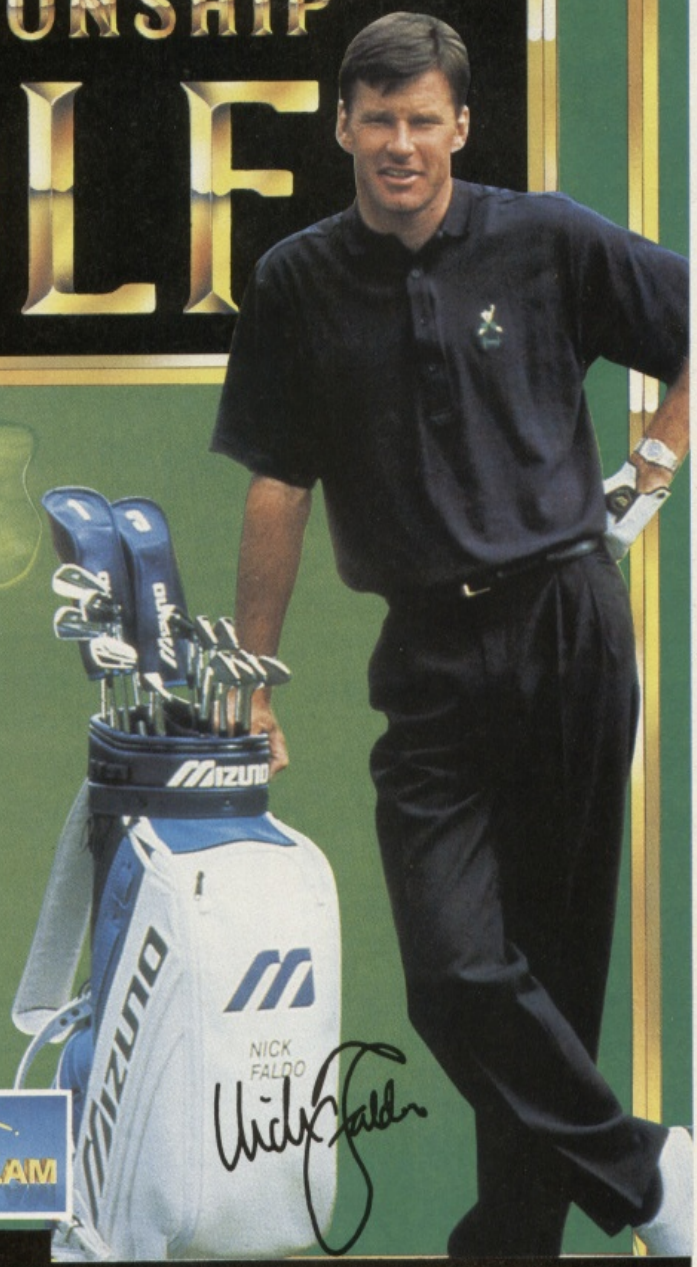
Thanks to those awfully-nice MicroProse bods, we've got one to give away! Yes, honest — an authentic Avirex flying jacket, worth around £250 (that's sterling, not US dollars). Available in Small, Medium, Large and Phil (that's Extra Large), this is the ultimate in pose — and just the thing to wear while enjoying the authentic atmosphere of MicroProse's stunning *Gunship 2000*. Be the envy of all your friends, but don't wear it in Iraq — you'd probably get shot! Five runners-up will scoop copies of MicroProse masterpiece *Formula One Grand Prix*, while another lucky five get *MicroProse Golf*.

So what do you have to do to win this marvellous prize? Fly a reconnaissance mission over Ludlow? Blast Baghdad to bits and claim you were aiming at an intelligence centre? Wear your trousers back to front? No — just tell us which helicopter lands on the pad.

Answers on a postcard to: *LOOK AT MY CHOPPER COMP, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW*, by 14 September at the latest.

Remember, as well as the answer we need your preferred jacket size. Postcards that don't contain this information will be folded into paper darts and chucked out of the window.

NICK FALDO'S CHAMPIONSHIP GOLF



91% JOYSTICK

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88% AMIGA POWER

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"The best looking, user friendly and playable golf game on the Amiga" THE ONE AMIGA

MICROPROSE KIXX ASS!

What happens when one of the greatest budget software labels teams up with the undisputed kings of strategy? IAN 'CHEAPSKATE' OSBORNE thinks he knows...

There's nothing like a really good game. One you can get your teeth into and play for months without getting bored. Something challenging enough to make you work for your winnings, with an atmosphere that draws you in and gameplay that refuses to let go. Hold on... I think I just described most of MicroProse's back catalogue!

Boasting such classics as Geoff Crammond's *Stunt Car Racer*, the timeless *Carrier Command* and epic flight sims like *Knights Of The Sky* and *F19 Stealth Fighter*, the name 'MicroProse' has long-been synonymous with quality games — as were Firebird and Rainbird, bought out by MicroProse a few years back. Just as well Kixx scooped the rights to some of their back catalogue, innit?

To celebrate their release at bargain budget prices, we're taking a look at the best Kixx/MicroProse games, and we've even got some to give away! Eyes down...

STUNT CAR RACER

■ What a game — four years old and it's still as much fun as the day that it was coded! Programmed by Geoff Crammond (of *Formula One Grand Prix* fame), *Stunt Car*



XL-ENT!

Kixx XL was launched in November 1992 to cater for more serious gamers. 'The XL label allows us to market quality products at budget prices,' said a Kixx spokesperson. 'These games retailed at a much higher price when first released, so they're just as big a barg as the normal Kixx range.'

How true. Bigger boxes also allow mightier manuals and dozens of disks. At last fans of flight sims and adventures are served by a budget label! MicroProse especially have a reputation for comprehensive manuals the size of small roofing slates, and it's sacrilege to see 'em cut down to a budget-box-friendly sheet of microscopic print. Thanks to Kixx XL they no longer have to be.



F19 STEALTH FIGHTER

■ When this game was first released the Stealth planes were very hush-hush. The Pentagon denied their existence and half the Arizona desert was cordoned off when one crashed. This didn't stop toy companies selling model kits and die-cast creations, though. MicroProse insist the photo on the *F19* box is of the actual plane and not a Dinky toy, but we have our doubts — that moody purple blend hides a multitude of sins, but there's no hiding the sheer quality of this game.

Being near-invisible to radar, the Stealth can creep behind enemy lines, taking out strategic targets and photographing sensitive military installations. A range of weapons are on offer, but choose carefully — if you haven't got the right tools for the job, you're in trub.

Unlike *F15 Strike Eagle II*, this is a traditional flight sim with a high degree of realism and a fair few keyboard controls. These are extremely well laid out, becoming instinctive after a few plays. A key control supplement is included so you don't have to pick through the entire manual to find which key retracts the undercarriage.

It's games like this that show the value of the Kixx XL range. Although more expensive than their usual outing (it's £16.99), the MicroProse manual is reproduced in its entirety, though the keyboard overlay isn't included. A great game at a bargain price... well, what are you waiting for?





Racer is the wildest, wackiest driving game ever to hit the Amiga.

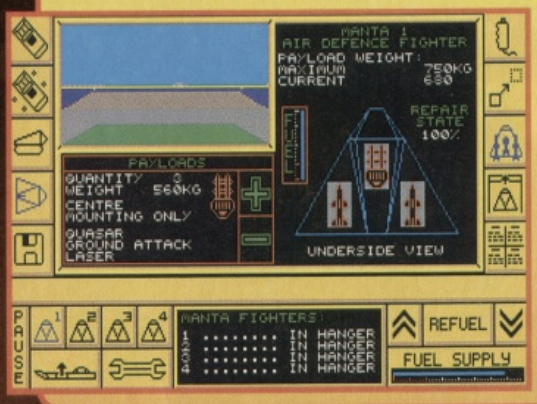
Unlike most racers, you don't compete on a track or road — instead you're winched onto a rollercoasteresque circuit. Take a corner too quickly and you fly through the air like a MicroProse flight sim, but with a predictably heavy landing. If your car's not too badly damaged you can be winched back onto the track, but you'll stand little chance of beating your computer-controlled opponent.

It's difficult to describe just how good *Stunt Car Racer* is. It's fast, smooth, and its drivers mini-leagues offer a constant challenge. There's a null modem two-player mode on offer too.

FORCE factor 90%



CARRIER COMMAND

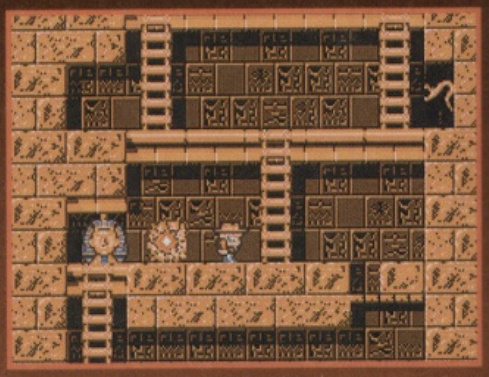


This caused a sensation when first released, the first game to show what the then-new 16-bit machines could do with solid 3-D. Set in the 21st Century, your task is to take over a strategically important archipelago threatened by an automated carrier (bearing an uncannily resemblance to your own) that's been reprogrammed by terrorists.

Not only do you control your ship, you also have four Mantas (aircraft) and Walruses (sea-going launches) at your disposal. Arm them as you please, but choose carefully — the enemy have impressive hardware too!

The unique mixture of flight sim, boat sim and strategy outing make *Carrier Command* a real winner, and one of the few games to successfully cross genres. Its instinctive interface (instinctive after a few plays, anyway) stops it getting tedious, and if you don't want a

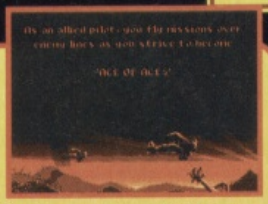
RICK DANGEROUS



Now here's an enigma... *Rick Dangerous* is highly acclaimed but seriously flawed. Its army of fans point out the silky-smooth scrolling, instinctive controls and laugh-a-minute presentation, its detractors cry 'it's just a complicated memory test'.

A platform game with arcade-adventury elements, your task is to guide Ricky through the jungles of South America, battering bloodthirsty baddies (or should that read 'innocent Indians'?) along the way with your trusty stick, faithful hand gun or sticks of dynamite. If you run out, there's a few ammo dumps along the way (how they got there I don't know, but who cares?). Despite the amount of controls needed, the game demands no key presses, and clever planning means the

KNIGHTS OF THE SKY

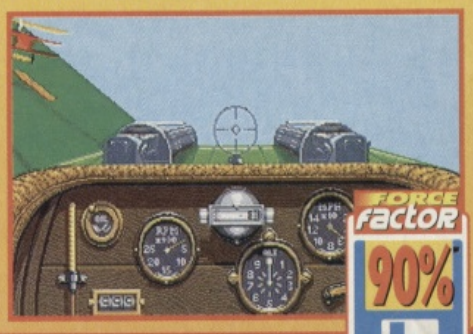


Ever wondered what it was like being a fighter pilot in days of old? Do you tire of letting rip with high-tech missiles as soon as the enemy comes into sight? Do you yearn for a flight sim featuring double-winged aircraft with no radar, no missiles and only a twin machine gun for weaponry? Great — get *Knights Of The Sky*!



Featuring brilliant 3-D graphics, a range of Allied and German planes and a genuine feeling of being there, *KOTS* captures the low-tech 'fly by the seat of your pants' feel like no other WWI sim. The planes can be a bit of a cuss at times, but if Biggles can handle it so can you. After all, you don't have to worry about weapons systems, undercarriage retraction, flare and chaff masking or any of the complex keyboard-operated controls that put arcade-orientated gamers off most flight sims.

Knights Of The Sky benefits from an inspired choice of subject matter. Despite being deeper than Barry White's voice, it retains a degree of pick-up-and-play accessibility rarely seen in a sim. If you think flight sims aren't for you, this one just might change your mind.



FORCE factor 90%

F15 STRIKE EAGLE II





Take off : Airbase at Udorn ONC XV86
Primary : Tank Farm at Takeo ONC XU24
Secondary : SAM Radar at Thanh Hoa ONC YV55


KNIGHTS of the SKY
F 903

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RICK DANGEROUS


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MULTIMIXX 1


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MULTIMIXX 2


C64 SPC CPC



SILENT SERVICE


C64 SPC CPC

3D POOL


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C64

MULTIMIXX 3


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C64 ST

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FORMAT KEY

C64	CBM 64/128 cassette	ST	ATARI ST
SPC	SPECTRUM 48/128K, +2 cassette	AG	AMIGA
CPC	AMSTRAD CPC cassette	PC	IBM PC & COMPATIBLES

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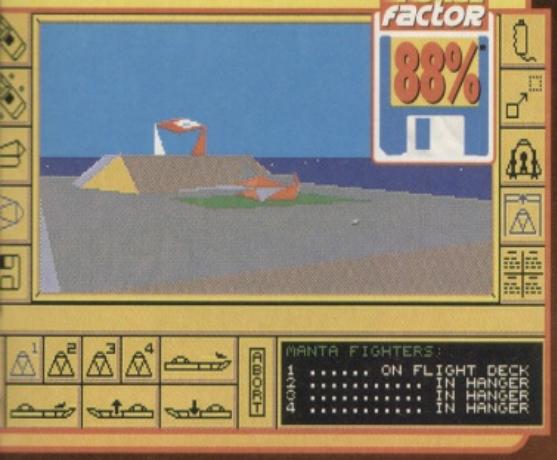


amiga FORCE

FLYING HIGH ABOVE THE REST!

VI XIXX XL

long game there's an action mode on offer too, but make no mistake — it's NOT a shoot-'em-up! Buy it.



FORCE factor 88%

RICK DANGEROUS II

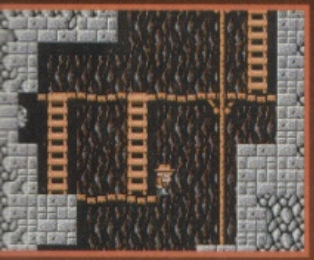




■ More of the same, this time with our intrepid hero exploring a disused spaceship, the ice caverns of Freezia, the forests of Vegetabilia, the atomic mud mines and finally the Fat Man's cavern on the planet Barf.

The cutesy atmosphere and polished control method of Rick's earlier offering are preserved, but *RD2* is far superior to its predecessor. The sudden deaths are far less common (though by no means absent), there's more to do (you get to affect things, rather than just reacting to them), and you can start on any level you like. Again developed by Core Design (for MicroProse's now-defunct MicroStyle label), *Rick Dangerous 2* is a genuine budget barg.

FORCE factor 80%



numerous joystick positions soon become instinctive.

The main criticism of *Rick Dangerous* is that it relies too heavily on unseen deaths — walk along, make a leap in the dark, fall on some spikes, die and restart a few screens earlier. Now you know the score you can avoid the aforementioned spikes and play on until you hit the next unseen death. Repeat until completed. This criticism certainly holds water, but the game wins out because of its brilliant humour.

FORCE factor 70%

RVF HONDA

■ Another game formerly gracing the MicroStyle label, *RVF Honda* is one of the best sprite-based bike sims ever seen.

Boasting a high degree of realism (*quelle surprise* — it *is* a MicroProse game after all), for once you actually have to slow down to take a tight bend (don't laugh — it's amazing how many drivers let you rip round at full whack). The bike handles like a dream, but crash too often and performance is impaired. You can always climb back on your bike and let rip again, but you might find you're a couple of gears missing, minus a speedo, etc.

With practice you can really fly round the tracks, but the computer-controlled opponents are no pushover — don't expect it to be easy. Even if you screw up you keep coming back for more. *RVF*'s blinding feeling of speed and grab-you-by-the-gonads atmosphere make it one of the most underrated games of all time.



FORCE factor 89%

■ Let's face it, flight sims aren't for everybody: there's no hope for dedicated shoot-'em-uppers who think *Afterburner*'s a flight sim. However, if you like the idea but not the complex avionics, *F15 Strike Eagle II*'s for you — it's as arcadey as you can get while still being a 'proper' sim.





A common complaint with the genre is they run too slowly. Not so here — despite brilliantly detailed 3-D graphics it's faster than Alan Sugar being chased by angry Spurs fans. By design it's not a particularly accurate simulation (some of the control displays would turn the USAF green with envy), but instead aims for instant appeal and adrenaline-pumping combat. It still has a manual the size of Belgium (it wouldn't be a MicroProse game otherwise) and the mandatory military missions, making it ideal for potential flight sim fans who can't be bothered to memorise complex keyboard layouts.



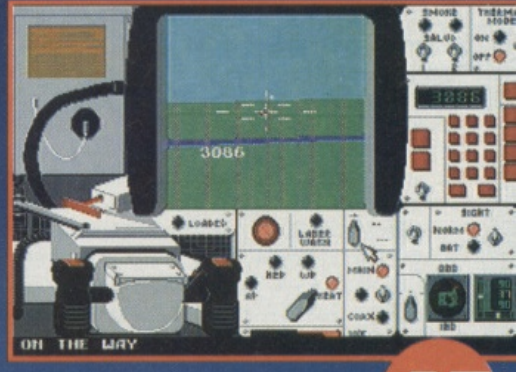
Criticisms? Well a few punters might resent the lower priority given to accuracy, but they have only themselves to blame — you bought the wrong game, didn't you? A little more worrying is the limited number of missions, but with four skill levels to master there's enough to keep you going for months. A worthy classic, filling a gap in the market and making a major contribution to flight sim accessibility.

FORCE factor 89%

M1 TANK PLATOON

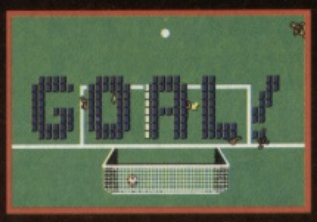
■ This game's showing its age politically — it's 'rout the Reds' time (again), protecting the 'free' world from the Communist horde with not an Islamic fundamentalist in sight. It's showing its age in gameplay terms too, but this doesn't stop it being a worthy purchase.

Set in the early hours of World War III (why do we address wars and monarchs using Roman numerals? Just a thought...), you control up to four tanks that can be stationed independently or kept together as a platoon. There are several stages on offer, with numerous missions per



FEATURE

MICROPROSE SOCCER



■ Not the most accurate of soccer sims, but it's fun to play and at the end of the day (Saint), that's what really counts.

Designed by Sensible Software, the C64 original was converted to the Amiga by The Electronic Pencil Co. Although not as good as its 8-bit predecessor, it's certainly a respectable kick-about and king of the pre-*Kick Off* soccer games.

Pre-*Kick Off*? As the oldies among us remember, before Dino Dini turned the footy-sim genre on its head most games glued the ball to your feet as you dribbled. You could still be tackled, of course, but there was no danger of leaving it behind as you raced down the wing. *MicroProse Soccer*'s no exception. Although this takes its inevitable toll on passing (you rarely do — just take the ball, zigzag up the field and shoot), the inclusion of banana shots (a real innovation in those days), fast-paced action and an American six-a-side version make it a worthy purchase at budget prices.



FORCE factor 70%

STARGLIDER II

■ A filled polygon-based blaster in the *Elite* mould, *Starglider II* was once considered a classic among fans of the more cerebral shoot-'em-up. Five years on it doesn't look quite so impressive, but it still puts up a fair old fight.





As the pilot of an Icarus craft you patrol the planets and moons in the Solice star system, crossing lasers with an evil race of pirates called the Egrons. The extremely instinctive mouse controls are a dream to use, and for once it's not all blast, blast, blast — maybe it's not quite as deep as it pretends to be, but it's far from being a mindless shooter. Ok, it's showing its age a bit now, but it's still worth a look — especially if you're a fan of *Elite*'s combat elements.

FORCE factor 76%

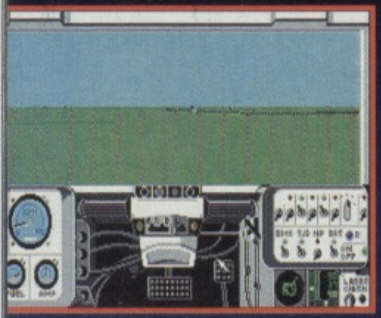
JUST FOR KIXX! A BUCKETFUL OF KIXX/ MICROPROSE GAMES MUST BE WON!

■ After reading about that little lot I bet you're just itching for a blast on 'em. This could be your lucky day. One lucky reader will win EVERY game featured in this roundup, with five runners-up getting a game of their choice. And what must you do to win this amazing prize? Climb on the roof, stand on your head and whistle 'God Save The Queen'? Sit on a railway platform gathering train numbers, then send them to Atari for their latest ST game? Tell crappy jokes like 'What's the difference between the Atari Falcon and the Loch Ness Monster? Some people say they've seen the Loch Ness Monster!'? Naaahh — just answer these simple questions...

1. Who programmed *Stunt Car Racer*?
2. Who designed *MicroProse Soccer*?
3. When was the Kixx XL label launched?

■ If you're stuck, you didn't read the feature properly, did you? Go back and do it again.
Answers on a postcard, to arrive no later than 15 September 1993. Any entries sent on plain black postcards with (eg) 'Blackpool by night' emblazoned across them will be recycled as firelighters. They were funny when they first came out, but the joke's wearing VERY thin.

stage. After the easy, introductory training stage you face a series of small-scale skirmishes, gathering in intensity until you're plunged headlong into the heart of the war.



You can manoeuvre your high-tech hardware around the map using the mouse, or opt for an inside-the-tank simulation approach. A combination of both works best.

M1 Tank Platoon is far more strategic than the usual simulation. The map screens in particular look very war-gamey, and the introduction of indirectly controlled vehicles put a whole new perspective on the genre. Signs of the game's age include the 3-D being a tad slow, and a lack of frills compared to *Pacific Islands* or *War In The Gulf*. For all the cobwebs, though, the heart of the game's there and that's what matters.

FORCE factor 71%

MIDWINTER

■ When first released, Mike Singleton's *Midwinter* scooped every award going (with the possible exception of the OBE). I can't think why. It's a good game and a superb technical achievement, but not quite the classic it's made out to be.

Set on an arctic island, the aim of the game is to travel from town to town recruiting troops for your crack assault team. When you think you're strong enough you attack, hopefully trashing the enemy HQ. You travel between towns by skis, snow buggy, cable car or even hang-glider. Some modes of transport are quicker than others, but all allow you to gawk in amazement at the ace light-sourced polygon graphics.



Midwinter's really a series of gamestyles that don't sit together entirely convincingly. Strategy fans will admire its depth and challenge, but there's no hiding the fact that there's often very little going on. Also, if you know the trick there's a very easy way of completing it.



Don't get me wrong, *Midwinter*'s an excellent game, but doesn't quite live up to its world-beating reputation.

FORCE factor 71%

BACK ISSUES

amiga FORCE Back Issues!

Due to popular demand, here is the official AMIGA FORCE tuckshop, where you can order sherbet dips, humbugs... whoops, maybe not, but you CAN order all those AMIGA FORCE back issues that you might have missed, including that elusive Issue 1. Watch out for more special offers next month!



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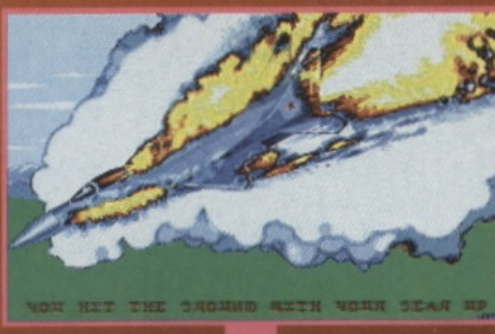
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BUDGET BARGAINS







688 ATTACK SUB

The Hit Squad, £12.99

Ping... 'Enemy warship overhead, sir'... Ping... 'Turn off engines and hope she doesn't find us'... Ping... 'She's releasing depth charges, sir'... Ping... KERPOW! Bodies are thrown across the deck as the sub wrestles with the waves. Whoop-Whoop-Whoop — 'Man the whatevers, put the doobries in the wotsits, all oojits to wherever', and other nauseatingly incomprehensible naval claptrap.

Just when all looks lost, the captain has a brilliant idea — fill the torpedo tubes with broken furniture, laundry and other assorted junk then blast them into open waters. Needless to say they float to the surface and make the enemy think they've scored a direct hit. This dodgy scenario is bread and butter for '50s-'B'-movie scriptwriters, but (thankfully) isn't possible with *688 Attack Sub*...

> "You have little visual contact with the enemy"

Easy to order

Like many strategy games, *688*'s main strength is also its potential weakness, ie its accuracy. Not because it's too complicated to be fun. No siree, despite its tremendous depth (no pun intended) and comprehensive controls, its intuitive interface makes it very accessible. You can switch between several different work stations, giving orders regarding sonar and periscope surveillance, speed, depth, weapons, navigation — just about everything, really. You might have a huge crew to command but you never feel that sections of the game are playing themselves.

No, the main trouble with *688 Attack Sub* is that, true to life, you have little visual contact with the enemy. When tracking them on sonar, for example, they appear as letters on a contoured map. To attack, you must surface to periscope depth before letting loose the torpedoes — you can watch the fireworks through the said optical instrument, but for most of the game you have to rely on your instruments. Is this a major (if inevitable) malady? I think not. With loads of missions and a great 'getting you started' option, *688* is atmospheric and enjoyable. It won't be everyone's meat-and-potato pie, though.

IAN

TIP TIME! Familiarise yourself with all controls and always keep a weapon armed and ready.

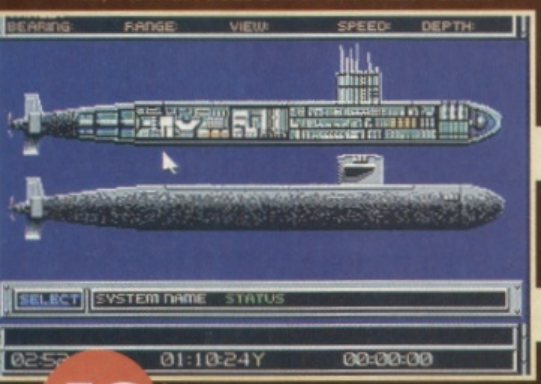


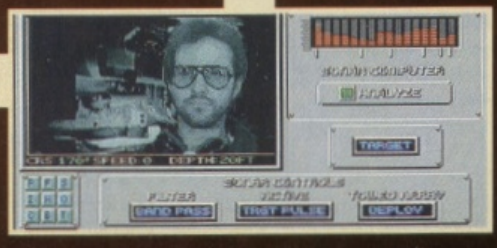
At the risk of sounding fairly underwhelmed, I'm going to be as constructive as possible in this comment. I'll try not to mention the way *688* really doesn't get the adrenalin flowing. Nor will I in any way draw attention to the fact you simply don't get the impression of cruising beneath the waves with a billion dollars of high-tech military gubbins at your disposal. In fact, in the hundred words or so I have, I shall endeavour to skate around anything resembling lack of excitement and state quite simply — this is pure strategy for no-frills (or should that be 'no-thrills'?) strategists.

MILES

Simulation fans will enjoy this accessible game's erm, depth!

83%





The Hit Squad Platinum, £12.99

On its initial release *MiG-29 Fulcrum* got lukewarm reviews. '£34.99's too much for five missions', screamed the magazines, 'and the presentation's sparse too'. Both comments are undeniably true, but at £12.99 they're less of a problem.

> "The upd and

I've said this before and I'll say it again — I've never flown the plane in question and I can't stand magazine reviewers who write as if they have. All I can do is read text books and learn all I can about the plane's performance and use this as a yardstick for judging the sim's accuracy. Not ideal, but it's the best you can hope for and far more than most mags bother doing. Now I've got that off my chest, let's get on with the review.

MiG-29's five missions won't hold you forever, but contents-wise they're extremely

HOT R

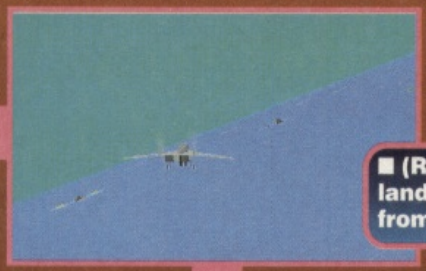
Fox Hits, £9.99

Brrroom Brrrroom, beep, Eeeeeeooow, screech, wup wup ibbly tike cuttlefish. Cor blimey guv'nor if it's not a heap of motorcycle shenanigans, all in glorious split-screen technicolour. Look at the simultaneous multi-melon magic on offer. If it's in it's in, if Thomas Cook don't do it we stay here. 'Ya boo' I say with a smile. And what with *Lotus* zooming around the once green and pleasant office a mere four weeks past, we've now gotta do the whole caboodle again on two wheels and a song. Speaking of which (and I say that most sincerely), the sampled intro music got me a groovin' for sure — hit that wah-wah one more time boys, yeah.

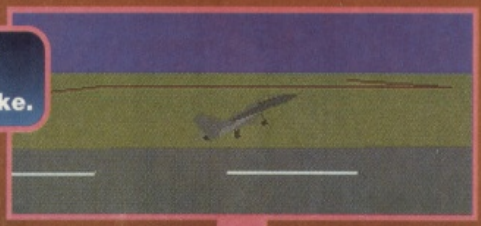
> "two mode

After digging that sound, my eyes were led to behold an option screen concise in its presentation and allowing for the setting up of a game. Controls were first dealt with in allocating preference for joystick or keyboard. Then I picked my monster machine — one of four, so I chose green. On with the options: training, single race, championship 'n' all were for my perusal and enjoyment should I so choose and, cackling sanely, I believe I chose well.





■ (Right) Watch your landing (and flying) from any angle you like.



MIG-29 FULCRUM

varied. Blast oil wells and nuclear bunkers, engage in air-to-air combat in China, take a few snapshots in the Arctic and strafe a convoy of terrorist trucks. The final mission (the nuclear reactor) can't be entered until you've built up your score on the first four.

"screen e's fast mooth"

Plain flying

There's a saveable pilot's record, but no weapons selection — you start with the same mix of cannons, unguided rockets and missiles every time (perhaps this is a feature of the MiG — I couldn't find out one way or another, but I doubt it).

The game itself is fun to play. The screen update's fast and smooth, the missions varied and interesting and the plane's instrumentation's an accurate interpretation of the MiG's. You have to be fairly heavy with the controls, but again this is an attribute of its aeronautic inspiration.

One very serious flaw is that on an ordinary TV the HUD (that's Head Up Display — the green lines in the middle of the screen) is difficult to see. Keep twiddling the contrast and brightness controls and you get there eventually, but it's definitely a game that looks better on a monitor.

MiG-29's lack of missions is less of a problem at budget prices, and its lack of weapons selection's a positive advantage for beginners. If you're looking for a straightforward flight sim that's accessible without being too arcadey, look no further.

IAN

TIP TIME! Use a mouse or analogue joystick. Ordinary sticks just don't measure up.

■ Initially I was disappointed with the basic look to *MiG 29*. The main cockpit dials look like the interior of a Fiesta, and the scenery is, at times, seriously lacking in detail. Compared to other flight sims, *MiG*'s just too shallow in many areas. In all fairness, the main game is very easy to get into — there's no encyclopedia of instructions to burrow through — making it ideal for novice pilots with a fear of heights. Aerial veterans, on the other hand, will be soon get restless — especially as there are only five missions to undertake. It all depends on what type of person you are. If you want a simple — and very fast — flight sim then look no further, but if you like spending hours just reading the boot-up info… be gone. ■

CHRIS

■ Not as complex as some flight sims, it's a great intro for novice pilots.

83%

UBBER

Cold rhubarb

All well and good, so far as I progressed through the menus with the greatest of ease. Out then I went, onto the tarmac, for competition to commence.

My first few races were to leave me in utter befuddlement as the joystick proved a less than satisfactory implement for influencing the movements of my bike. With trepidation, then, I selected the keyboard and to my surprise things improved strikingly with far more subtle control available.

"ne layer s rather eak"

Despite the very odd-looking graphics *Hot Rubber* isn't all that bad, though the two-player mode is rather weak. Not only does one player have to muck around with the clumsy joystick, but player two's screen replaces the one-player mode's map — vital for anticipating upcoming bands.

Plenty of tracks don't make up for lack of gameplay and graphical variety.

MILES

TIP TIME! Use the keyboard as joystick control is far too cumbersome.







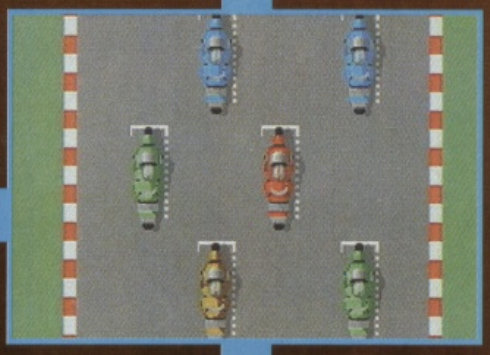
■ Hit the grass at speed and you fall off your bike.



■ Oh dear, I think this game has finally driven Miles completely round the bend! Maybe it's not that surprising when the bike goes veering off the road at the slightest joystick movement. When I did get to grips with the controls, I found winning races a doddle. Your bike is much more powerful than the others, so you can even get away with a few crashes and still win. With gameplay so silly, the two-player mode's just as naff. This primitive racer isn't a patch on *No Second Prize* or even *RVF Honda*. ■

PHIL

■ *Hot Rubber* sounds very exciting, but your mount is hard to control and keeps sliding all over the place.



■ Nowhere near hot enough to burn any rubber.

51%

BUDGET BARGAINS





THE IMMORTAL

■ The Hit Squad Platinum, £12.99

Belying its arcade-adventure appearance, *The Immortal* is an unusual blend of isometric graphics and borderline RPG/swords-and-sorcery adventuring. I'm not a great fan of the aforementioned genre; I had a brief fixation with *The Bards Tale* years ago, and I love *Legends Of Valour*, but it's not something that grips me in the way it does others. So I think *The Immortal*'s crap, right?

Well, not quite. Disregarding the plot, the game's a fairly linear adventure. Its gloomy rooms and corridors scroll with you as you move, but should you go through a door the game 'flicks' onto the next location. Littered in the mazes that make up *The Immortal*'s seven levels are various objects and creatures, contact with which can have several different outcomes. For example, finding gold makes you richer, bumping into a goblin results in a fight — all fairly obvious stuff. There's a certain amount of object manipulation, but as a rule it's not too hard to figure out your next move.

> "Traps and tricks catch you out with annoying regularity"

Immortal looks

The Immortal's real charm is its graphics. They're hardly award-winning material, but oozing with character. Everything is animated, and the attention to detail is admirable. There's even an amount of gameplay to match, but the entire package is almost crippled by a few annoying flaws. For a start, it's too easy to die. Combat is simple (when you know how), but traps and tricks catch you out with annoying regularity. Once you've got past one once, though, you'll know how to do it again — I used to think *Dragon's Lair* (the interactive 'game/cartoon') was irritating in that respect, but *The Immortal* takes the cake, biscuit and pie…

So, there you have it. If you like games that involve lots of tedious repetition of sections and tasks to get to where you were before you died last, you'll like *The Immortal*. Granted, there are codes for the seven levels, but it's all a matter of patience. I haven't got that much, so I'll give this Hit Squad release a *small* recommendation, if ya like this sort of thing…

JAMES

TIP TIME! If you get stuck, look at the screenshots in the manual: one of them gives away a code to a later level!

CRYSTALS OF ARB

■ Games Worth Playing, £12.99

An RPG, oh joy! Another one of them thar icon-driven wonders packed with unpronounceable place names and nasty goblins. Ho hum, I s'pose the plot's always a good place to start so, in sadly conformist fashion, I shall relate to you the background story line.

It's the age-old 'evil magician bringing down pestilence on the world and only by recovering some mystical crystals can the land be freed from his power' scenario. And (shock, horror) that's where you, as the elf prince Jarel, come in.

> "Conflicts are determined by a 'dice roll' system"

Before your quest, you select a five-man team and customize each member to your liking. Three types of character are on offer. Magicians are comparatively weak but have the advantage of spell-casting abilities. Rangers are useful scouts, moving quickly across terrain to bring back news of potential dangers. Warriors are (obviously) best suited to fighting so it's essential to have at least a couple of these in your posse.

World of adventure

Your main 3-D view is always through the eyes of Jarel, with the other members of the team manipulated on the map screen. Moving Jarel around the game world is easily done by clicking on on-screen direction arrows. Some terrain is impassable so plan your route via the map for speedy movement from place to place.

Every so often a message will flash up informing you of an enemy close by. You're then asked to either run away or stand and fight. Choosing the latter takes you into the battle sequence. Conflicts are determined by a 'dice roll' system in which each player takes turns to attack. This will either be blocked or result in an injury for the victim.

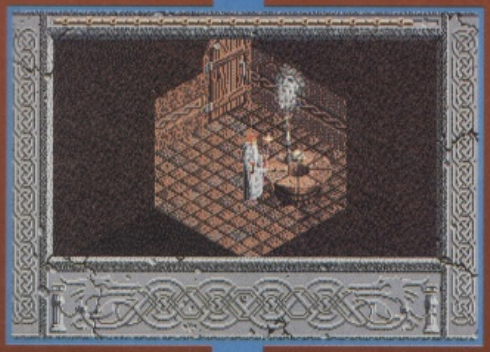
Not being an avid roleplayer, *Arborea* didn't really do much to change my mind. It all looks







More of an RPG than an arcade adventure, *The Immortal* features plenty of fighting (Left) and character interaction (Below).



Nice gloomy atmosphere, but too samey to be a classic. The baddies are pretty neat but I can't help missing the gory battles added to the later Mega Drive version.

The game suffers from *Rick Dangerous*itis in that too many hazards are unseen until you fall foul of them, turning the game into little more than a memory test. Still, it's far less linear than the aforementioned game, and sudden deaths occur far less often.

Not the classic it once was, but a reasonable purchase at the price.

IAN

Not a bad adventure — if you've got the patience.

70%

OREA

pretty enough with attractive woodland graphics, but there's just not enough depth of play or character manipulation. For this reason I can't see it appealing to the hardened fan. It may, however, provide an accessible introduction to the genre for the uninitiated, being easy to get into and simple enough to play.

MILES

TIP TIME! Use your team to scout the area — it saves time wandering around.

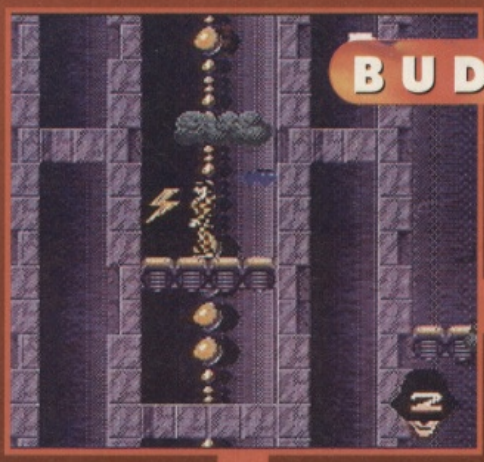
Hmm, not a great RPG by any means. It takes too long to respond to inputs, making exploration a chore rather than a pleasure. Still, its built-in map is far superior to that in its sequel, *Ishar*, and I prefer its more strategic combat method to later real-time efforts, though its presentation leaves a lot to be desired.

The graphics are adequate and the plot makes all the right *Dungeons & Dragons*-inspired noises, but the slow response time cripples what could've been an acceptable game.

IAN

Hardly the best RPG around, but not too bad for beginners.

60%





HARLEQUIN

GBH Gold, £9.99

In my time, I've played games that allow you to fire all manner of weaponry at assorted nasties. *Harlequin* arms you with hearts. It's cute and it's weird. It's a platform game. Also, unlike others of its genre, there's more to say about the game than just that. It's still boring, though.

Harlequin's not as fast as *Zool*, colourful as *Trolls* or as unrestricting as *Assassin*. It sees you bouncing around the levels, collecting power-ups, assorted objects and flicking switches to activate platforms and move scenery. It's big, polished and complemented by a selection of novel power-ups. In fact, all the necessary ingredients are included.

> "Each level has its own feel and look"

Its most impressive offering is the ability to save and load your game position at any point. This saves endless traipsing through levels already completed — something I hate — and the programmers should be firmly patted on the back for being so considerate. Speaking of which, congratulations to the person who included the option to turn the music off...

Don't shoot — we're cute!

The graphics, although a little bland in places, are of a generally high standard. When your assorted assailants are dispatched, they explode in showers of stars or big pink bubbles (or that section's equivalent). Each level has its own feel and look, although the backdrops are a bit nondescript. Also worth a mention are the limited power-ups, from the Space Hopper (remember those?) to an umbrella that allows you to drift safely to to ground.

Harlequin includes all the classic elements of favourite platform games, and adds its own tuppenny-worth. Everything's there, from moving platforms to ropes to swing on — and switches galore. Yet, I'm bored. I've played it solidly for a while, and I'm not impressed. It just doesn't grip me in the slightest. I'm in a state of non-grippedness.

I'd expected so much from *Harlequin*. I'd heard people rave about it — some to the point that they believed it to be 'the best platform game ever'. If not liking it that much makes me a cold fish, then so be it. I like to be able to say what I think — and I think I'd like a game of *Flashback*...

JAMES

TIP TIME! Always save the game after completing a hard task.

(Below) Harlequin is dressed in a patterned Lycra catsuit from the new collection... we recommend Daz Color for washing that one, Danny!



'The strangest game ever!' screams the packaging, but underneath the weird scenario *Harlequin*'s not that different from any other platform romp. There are some attractive unworldly sprites and atmospheric backdrops, but the leaping action is nothing special. Indeed I found the hero hard to control at times, especially in midair, and my frustration was only eased by the handy save-game option. *Harlequin* isn't a bad game for the money, it's just not that good.

PHIL

Not bad for platform fans — just don't expect too much.

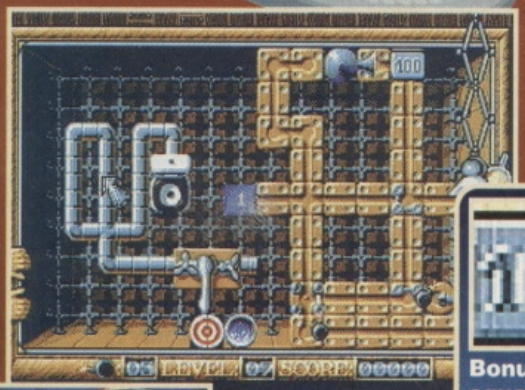
70%

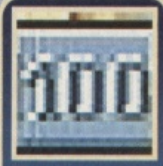
BUDGET BARGAINS

Puzzly games come and puzzly games go but rarely do they stick in the mind. As with so many, *BBB* is mildly playable at first but ultimately forgettable, largely due to unclear graphics. This kind of game requires the ability to see at a glance what needs to be adjusted and where, but the colour scheme does a pretty good job of camouflaging everything of importance. Additional challenge — yeah, right! Despite fair presentation and some neat ideas you won't find yourself coming back, as you'll have seen almost everything there is to see within half an hour.

Aficionados only.

MILES





Bonus square — POINTS!

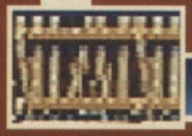


Click here to move the silver gate

Turns through 90° at a time







Dodgy bridge — disappears when crossed

Bomb leaps said number of squares in direction of travel



BOSTON BOMB CLUB

Games Worth Playing, £9.99

Now here's a weird one and no mistake. A mouse-driven puzzler with distinct *Pipe Mania* overtones, the aim is to get at least one of the level's many bombs from the bomb dispenser to the target. Let one explode on the table, either through collision or neglect, and it's 'game over'.

You get the bombs from A to B by clicking on the various tiles. Circular ones rotate through 90°, repositioning the pathway, and on square tiles the silver barriers move to block another channel. Tiles cannot move horizontally or vertically, and you've no direct control over the bombs — they roll along relentlessly, *Lemmings* style.

> "A bit of a missed opportunity"

Clever devices

Boston Bomb Club boasts some wonderful graphic effects such as the man reading his paper over the table, blocking your view of a couple of pieces. Keep your eye on him and you could catch a glimpse of tile as he turns the page. On later levels yet more devices creep in, like a baby crawling across the playing area. Controls are instinctive and you get a definite sense of achievement (and a chuckle) as the fuse is extinguished on a bomb that's reached the target. Even so, the game as a whole is a bit of a missed opportunity.

There's hardly ever more than one or two bombs on the screen. A few more would offer a real challenge, trapping bombs while others pass, etc. As it stands, you tend to follow a bomb until it hits an obstacle, remove the obstacle and wait for its return — repeat until you've got one through. Also, like most puzzlers, gameplay can get repetitive after a while.

Boston Bomb Club is a fine game with heaps of character, but even at budget prices it's by no means a classic.

IAN

TIP TIME! Keep your eyes two tiles ahead of the bomb — make sure it doesn't fall.

A fair puzzle game — at least it doesn't cost a bomb.

78%

MYT

Kixx, £9.99

Welcome to a time long past. The story goes that a band of pagan spirits, wandering the universe for centuries in search of a place to weave their evil, have happened upon the Earth. Not the Earth we know today, of course, but the mystical world of the ancients, a civilisation ruled by superstition and higher forces. So, getcha self a snazzy Don King hairdo, rippling torso and well 'ard attitude, then you're ready to tackle some of the meanest muthas in history, 'coz see the hero — that's you that is. For 'tis another of the 'only one man has the strength/courage/lawnmower (delete as appropriate) to save the world' breed of games.

> "Gre... in all ... are s... fore..."

This hack-'em-to-bits epic takes a disturbing journey through the legends of Greek lore as you do fierce battle with walking skeletons, flying demons, not to mention Satan himself — and that's just Level One! Later confrontations pit you against huge dragons and the terrifying Medusa (she of the reptilian hairdo), to name but two.

PROJ





Team 17 Classic, £12.99

When first released, everyone expected *Project X* to be the wildest, wackiest, most wonderfully wicked blaster EVER. One or two woeful wobblies put paid to that: it was impossibly difficult, and when you died you lost all your power-ups. Bite the dust in a particularly tricky section (ie anywhere in the game) and you might as well quit — your once-more weedy craft has the life expectancy of Alan Sugar on the Spurs terraces. So the game's a disappointment, right? WRONG — Team 17 have tweaked it for

> "Yo... long... you... arsen... yo..."

Epic atmosphere

Play is of the leap, slash and puzzle variety: fairly standard stuff but enhanced by sparkling presentation. In fact this is one of the most atmospheric games about at the mo'. Graphics in all locations are suitably foreboding, especially aboard the longboat with lightning flashes providing your only light. What really sets it off, though, are the stunning FX. From the hideous screams of the damned in Hades to that softly spoken maiden on Skyros, you'll not find a better armoury of samples and sounds anywhere.

> "hics cations itably oding"

Having said that, I have my reservations about the puzzles. They're not all that logical, to put it politely. One very annoying feature is the way special weapons required for specific tasks occasionally run out and can't be replaced without losing a life to restart the level.

If you think you can stand occasional frustration and a little lack of freedom on the relatively small levels, then *Myth*'s more than worth a bash, if only for the marvellous aesthetics. Nevertheless be warned — it's as much a demonstration of the machine's capabilities as it is a game.

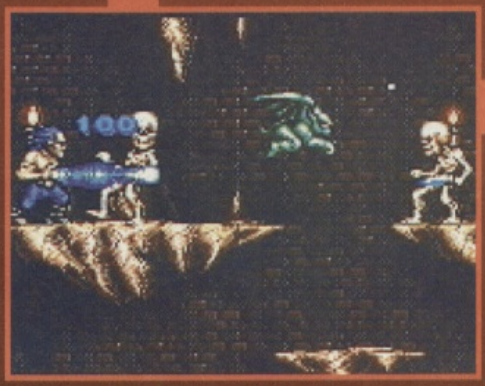
NILES

TIP TIME! Look before you leap — landing platforms don't always present themselves.



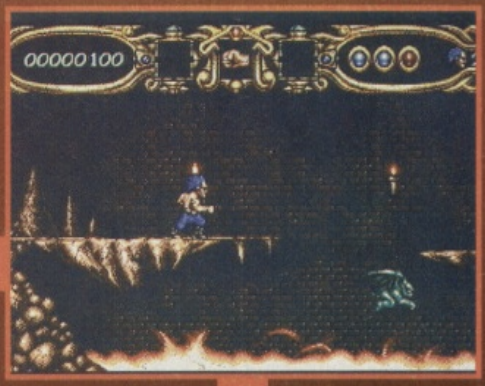






It's no myth that this is one of the best arcade adventures on the Amiga — and at this price it's one of the bargains of the year. For once, slick graphics and awe-inspiring sound are complemented by equally excellent gameplay. The varied levels are incredibly atmospheric with some superb mythical monsters presenting a tough challenge. And I just love that nice woman who keeps saying 'come closer' — blimey, the Amiga was made for samples like that! *Myth* is a timeless classic to keep you playing for an era. Buy it.

PHIL



A technically stunning arcade adventure with good, tough gameplay.

84%

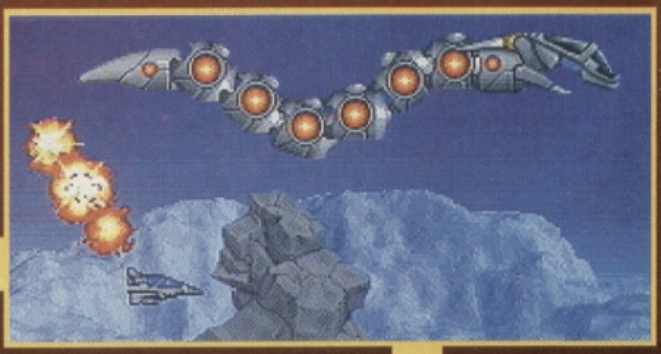
ECT X

amiga FORCE Fave!









budget release, making it a worthy contender for the Amiga version of the heavyweight shoot-'em-up champion of the world.

The hard stuff

Set across five lightning-paced levels, if *Project X*'s 32-colour graphics don't blow you away you've forgotten to switch your monitor on. Power-ups are awarded for blasting big baddies or clearing entire waves of smaller foes. Collecting a 'P' advances the power-up indicator at the foot of the screen. To activate the currently-highlighted weapon, hit space or (hurrah!) your joystick's second fire button, if you have one. You no longer lose your entire arsenal when you die, but if you've enhanced your chosen weapon by claiming it over and over again, the improvements are forfeited. If you're exceptionally crap, the rookie mode now lets you get to Level Four, and Team 17 have crammed it onto three disks to reduce swapping.

> "no r lose entire l when die"

So does it make a difference to the gameplay? You bet it does — it's still harder than looking at James Price's hairdo without sniggering, but now it's challenging rather than frustrating. Varied, well thought-out attack patterns and a whole host of excellent adversaries make for rapid addiction.

Is it the best Amiga shoot-'em-up ever? Does it outfly *R-Type 2* and blast the bugs out of *Apidya*? The jury's still out on that one, but *Project X* is now cheaper and better!

IAN

TIP TIME! Take the 'speed' power-up straight away — you'll need it.

Some would argue for this being the best Amiga shoot-'em-up ever, though it has its drawbacks. Sure there's the spiffing FX, gorgeous backgrounds and dandy sprites, but the difficulty! Levels are extremely large and, although you're allowed to start on the highest reached so far, a lack of passwords mean you've gotta slog through earlier ones again next time you load. Even so, there's some of the best power-ups you'll see (not lost when you die — praise the Lord) and it's immensely addictive stuff. Definable skill levels avert frustration to earn a thorough recommendation. Buy it..

NILES

A price cut *and* important enhancements? — are we dreaming!

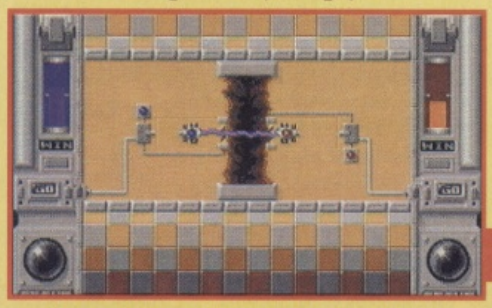
90%

GOING PUBLIC

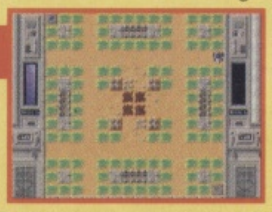
It's all change at GOING PUBLIC. From this month, IAN 'BAD PENNY' OSBORNE returns to pore over the PD. Rest assured, though, we're still THE magazine to read for Public Domain software!

CRAVE

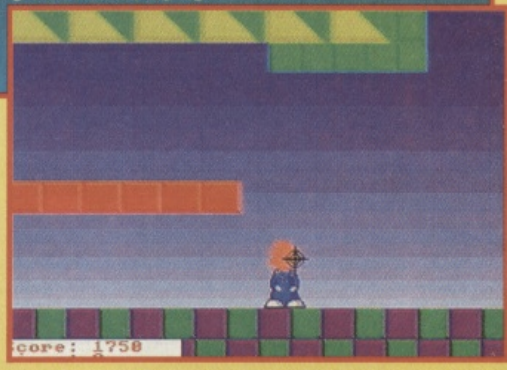
Bus Stop PD (85p)



Two-player tank-combat games aren't exactly thin on the ground, but sheer weight of options make *Crave* one of the better buddy-blasters. You can slug it out over nine pre-designed levels, make your own with the nifty level editor, choose how many hits each tank takes before exploding, and there's even a tug-o'-war waggler event in which you (hopefully) pull your opponent into a canyon.



In common with most games of its ilk, *Crave* allows players to take positions on a corner and wait for the opponent to move into a barrage of bullets, slowing the action to near-terminal levels. Perhaps some device could be included to prevent this? Inertia, maybe? Or an energy bar that depletes while stationary? 'Handicap' fights with tanks of differing strengths would be nice too.



All in all, *Crave* is a competent and enjoyable game that's just two flaws short of brilliance. If *Combat* clones are your flagon of mead, this one's a tasty tongue-tickler.

OPERATION LEMMING

Roberta Smith DTP (£3.00)

A reviewer's nightmare — *Operation Lemming* is Charityware (every copy sold raises £2 for RNIB), and it's also completely crap! I hate myself for piddling over such a noble effort, but one must be professional (said the schizoid prostitute who thought she was the Queen...).

Despite the title, the game plays more like *Skeet Shoot* than *Operation Wolf*. The Lemmings appear largely in ones or twos, plodding across the (static) screen in perfectly straight lines, waiting to be shot. They don't fire back — you only lose a life if you let one live, and limited bullets slow the game still further.

Perhaps I was being a bit naive, but I expected scrolling screens, power-ups, dozens of lemmings being cut down by Uzi fire, etc. It was not to be — even on a PD compilation *Op Lemming* wouldn't really cut it, and three quid's a lot to pay for a never-load-twice novelty and a blank disk. If you want to give money to charity, good on yer — just don't expect a game worth playing.

ASSASSINS #80

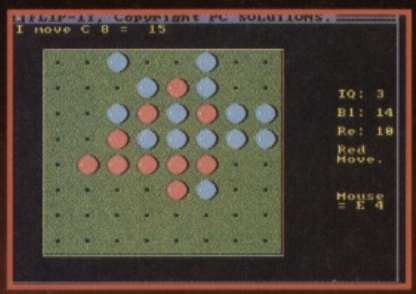
Roberta Smith DTP (90p)

Another compilation from the Assassins, this one features six games and a passable rendition of the Hi-De-Hi theme on the title screen.

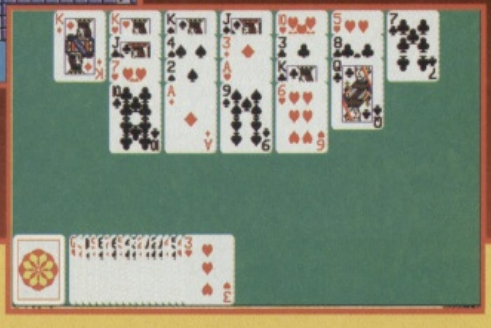


First off the blocks is *Army Miner*, an incomprehensible game that uses hi-res graphics, causing migraine-inducing screen flicker for anyone without an interlace monitor. I couldn't make head or tail of it, and as there are no instructions I'm not likely to learn.

Flip-It's an excellent Othello clone. It's easy to use, fast, intelligent, and if you pay a Shareware registration fee you get an enhanced version with a faster running speed and better opponents.



Golf's a one-player card game that could be fun, but again uses the interlace screen — AAARRRGGGHHH! *Wally Solitaire*'s not as attractive in the graphics department, but at least you can watch it without going cross-eyed. It's another one-player card game, this time a variation on Solitaire.





It's a good adaptation of a thoroughly absorbing game, but (like *Golf*) it's one-player-only anyway so why not get a pack of cards instead? Hmm...

No prizes for guessing what's on offer with *The Gallows* — it's rootin' tootin' one-player Hangman all the way! The graphics and animation leave a lot to be desired, but at least you don't have to keep note of which letters you've used already.

The best of the six games is *Wots Its Name*, a multi-player trivia quiz. Each player in turn picks a number from 1 to 20, and is offered a corresponding clue. If he or she doesn't get it,

GROWTH

■ Bus Stop PD (85p)

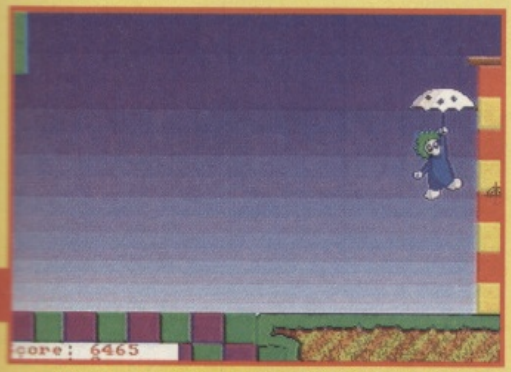


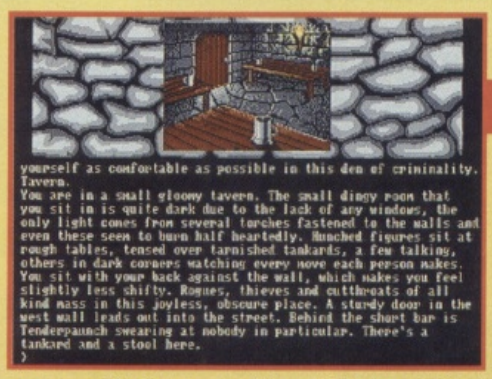
Ever seen a blindingly executed game that plays like a turd in a cement mixer? Well *Growth*'s just like that.

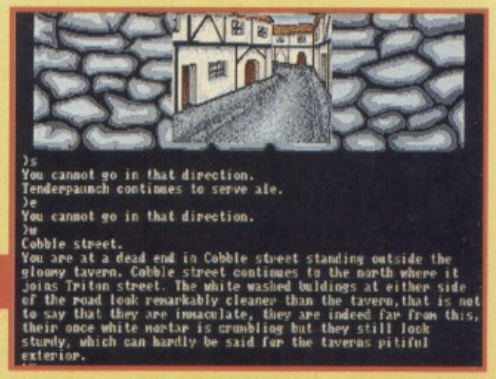
Your enemy is a huge brain sitting in the centre of the screen, protected by a complex of squares growing outwards like a virus. Your ship (the politely-named 'ringrunner') is mouse controlled and rips round all four screen edges, but can't move towards the centre. The blue units within the goo are bombs that explode when hit, taking the surrounding squares with them. Watch out for the roving aliens too, the brain's only line of defence.

It should be a frantic shooter, with your sprite whizzing round the ring blasting away for all it's worth, desperately trying to hold back the monster. Unfortunately all you have to do to win is put your ship in line with the brain and hold the left mouse button (fire). In fact, if you Sellotape it down and make yourself a cuppa, by the time you return you've got a respectable score! The near-invisible enemies are pretty annoying too.

Growth boasts perfect programming but a disastrous design. Get the far superior (and also PD) *Microbes* instead.









THE MIDNIGHT THIEF

■ Zenobi (£1.49 inc P&P)

Another adventure, this time a text-and-graphics offering from top adventure publishers Zenobi.

You are the midnight thief, a do-anything, go-anywhere tea leaf for hire, albeit currently 'between' jobs. Or at least you were. A chance meeting with the mysterious Harlequin offers a deceptively simple task. Why does he want you to take a parchment across town, only to meet him again at your destination? If he's going there anyway, why doesn't he take it there himself? Something tells you there's more to this mission than meets the eye...

As you can see from the shots, the graphics are excellent, the small stills set against a stone wall adding much to the overall atmosphere. The text's good too: long descriptive passages where they're needed, short sentences when they're not.

On the minus side it's easy to lose the exits in the text, and should we really have to type OPEN DOOR before walking through it? If you took this to its logical conclusion you'd end up typing BREATHE every other command to prevent suffocation. Perhaps free passage should be assumed where no obstruction (eg a locked door) exists.

I didn't have time to play the game as much as I'd have liked, but I thoroughly enjoyed it all the same. Well worth considering.

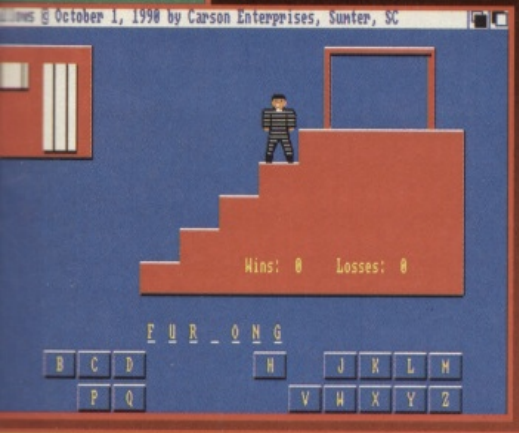


the next player is offered a further hint, and so on.

Replies are given via the keyboard (of course). You can edit your answer with the delete key, but not erase the first letter — no hitting any key to freeze the timer while you sit and think!

A stupid name but a blinding game, this one kept the A-Force crew busy for ages. If only Phil wasn't so darned good at it...

All in all, *Assassins #80* isn't a bad offering. The card games are fun (though of dubious use), the Othello clone's great, *The Gallows* is, erm... Hangman, and *Wots Its Name*'s a real corker! *Army Miner* lets the side down, but it's only one game in six.





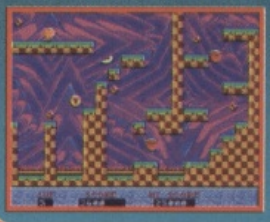
FRUIT SALAD

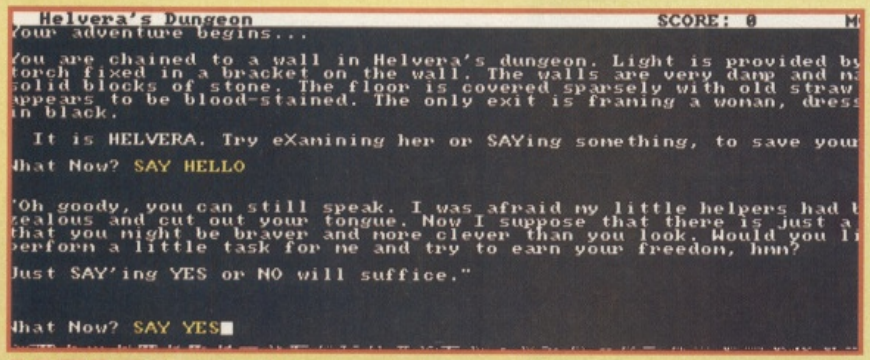
■ Bus Stop PD (85p)

A simple but addictive platformer, *Fruit Salad*'s a bit like *Manic Miner*. You must collect every object of a given type before you can use the exit, taking you to the next static-screen level. There's a few power-ups and collectable letters on offer too.

Like all the best PD, *Fruit Salad* is ridiculously simple yet fiendishly addictive. The difficulty curve's spot on, letting you get into the game before things get difficult, the graphics are amazing with psychedelic backdrops and hilarious sprites, and although the enemies wander back and forth along set routes the game design means it doesn't look dated.

My only (very minor) criticism is that most of the baddies are more attractive than the main sprite, but this doesn't stop it being a near-essential purchase.





HELVERA — MISTRESS OF THE PARK

Amster Productions (£3.00, Licenceware)

If you think all 16-bit adventures are mouse controlled, think again. There's a whole host of home-grown games in the Infocom mould: adventuring as it used to be, with short sentence inputs and no pretty pictures. 'Is this a good thing or a bad thing', I hear you ask? You decide.

After a quiet day in the park, you set off for home when the fog descends. You can't remember passing out, but you're now trapped in Helvera's mansion and must place seven sacred spheres on the golden altar to escape.

The game's 40-odd locations are set in and around Helvera's mansion, a dark and dangerous place that's full of magic and mystery. Author Bob Adams's wicked sense of humour is in evidence throughout — look out for a few tongue-in-cheek references to other games too. The puzzles aren't too difficult and are always logical, and the short location descriptions make the game ideal for those who don't like reading screenfuls of text.

Unfortunately the programming utility (AGT) causes a few quirks, eg you can't manipulate an object in the location description unless it's also listed as being present ('You also see...'). To make matters worse, the program insists that it isn't even there! There are a couple of minor bugs too, but nothing that interferes with the game.

Helvera is an excellent adventure, with logical puzzles and strong humour (you'll wet yourself when you realise what the spheres actually are). If you've never played a text adventure, now's your chance — at three quid you're hardly risking a fortune, are you?

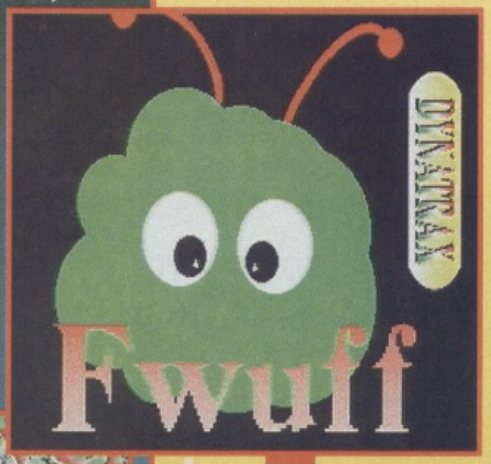
FWUFF

Roberta Smith DTP (90p)

Zzz... Zzz... Zzz... Uh, wassat? Oh sorry, I fell asleep in front of my Amiga again. Not surprising considering I was playing *Fwuff*.

A multicoloured AMOS extravaganza, *Fwuff* is basically Solitaire (the board game). At the start of each level, the board is filled with your troops — remove them by jumping one over another, Draughts style, the aim being to leave as few as possible on the board.

Personally I can't see the point in converting board games to the home computer unless you can offer CPU opponents or insulate the player from tedious table-checking, etc. Obviously, neither of these points apply to a simple one-player-only game like solitaire. To be fair to the author, he's tried to make it different by varying the shape of the board and adding extras like fruit to collect, but this doesn't stop it being a totally pointless conversion.





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Well that about wraps it up for this month. If you have written a great Public Domain game, or run a PD library, please send your disks in to the usual address. We're always on the lookout for new talent, and you could be a star!

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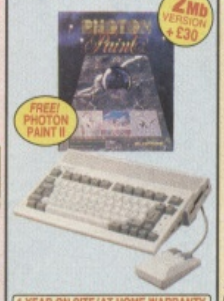
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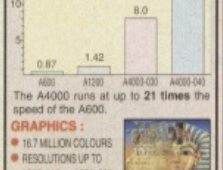
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Which computer(s), if any, do you own? 104E

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

FORCE mail 9

With Tips Bits getting its own separate section (page 75 onwards), the letters column is now officially a tips-free zone — if you have any tips or queries, please bung 'em in a separate envelope addressed to 'Tips Bits'. As usual, the sender of Force 9 Mail's best letter wins a year's subscription to AMIGA FORCE, so get scribbling for next ish. And while we're at it, more readers' art would be appreciated too, otherwise the A-Team have threatened to do a few doodles themselves — aaarrgghh!

NO JOY(STICKS)

Dear Force 9 Mail
Could you tell me where I could get *Mouse Trap* from. It came with my old Amiga 500 but it broke, and does it work on my new Amiga 1200?

I have been looking for some new joystick. There are only two I like, but I can't buy them without joining a club. I would be grateful if you send me them for free since I'm on a low budget. The joysticks I want are the Quickshot 128F Maverick 1 and the Quickshot 127 Starfighter remote controller with two infra-red joypads. Thank you.
Gavin Barnes, Erdington, B'Ham

■ Cheeky scamp! If you want joysticks, you can buy 'em like everyone else. As for *Mouse Trap*, it's available on Prism's Pocket Power label at just £2.99 (Tel: 081 804 8100).
Phil

DIY GAMES

Dear AMIGA FORCE
I am writing to ask your advice. I have just sold my Commodore 64 with all accessories and would like to buy a software package for my Amiga 600 which would enable me to attempt to make my own games. Please could you send me a list of the best, along with prices and addresses which I could get them from.

Also, I failed to buy the first four issues of AMIGA FORCE and was wondering whether you could send them to me a knockdown (about £1) price.

Oh and congratulations on an excellent magazine. Please could you reply as soon as possible. Thank you very much.
Lee Leighton, Newcastle, Staffs

■ You don't specify what sort of games you want to create, or whether you can do any programming. For non-programmers wishing to create arcade games, *Shoot 'Em Up Construction Kit* (£9.99, GBH, Tel: 0742 753423) is the best bet. A good adventure-writing utility is *AGT* (available as Shareware from various PD libraries). If you can do a bit of programming, *AMOS Pro* (£49.99, Europress, Tel: 0625 859333) is an excellent programming language for creating all kinds of games.

AMIGA FORCE back issues can be ordered from the section on page 47 — no you can't have them at a knockdown price!
Phil

DISK-USTED OF MANCHESTER!

Dear AMIGA FORCE
At last a magazine without any free disks on the front, filled with useless demos of games I wouldn't dream of playing, let alone buying.

Anyway, when are software companies going to realise that the majority of Amiga owners don't have hard drives, extra drives and oodles of memory (although I have).

For example, *Historyline 1914–1918* is a great game but if you don't have a hard drive you've had it. Even the makers of the game recommend you don't view the battles because they take too long to load. All these

More artwork from Halesowen's prolific Andy Jones. If you want your pretty pics printed, please send them in for next ish!



YO HO HO — IT'S NOT FUNNY

Dear AMIGA FORCE
I wish to make a comment to the general public via your splendid publication.

The Amiga software market is currently under serious threat from what is sometimes considered too small a problem to worry about: Software Piracy!

I have approximately six Amiga-owning friends, and know of tens of others, and out of all these people I am the only one who refuses to copy games (I am sometimes ridiculed for this). The only original games that these people own are the ones that came free with the machine!

I speak as an ex-pirate who gave up the crime after going into a, 'computer shop' and finding that it only sold console games. The shop owner said that his Amiga games just did not sell, but his console games sold in droves, so he dropped the Amiga software completely.

Now take into consideration the fact that there are thousands more Amigas out there than Sega or Nintendos, and the fact that cartridges cannot be copied.

The way that games are pirated is as follows. Some clever person buys an original game, breaks the protection code so that it can be copied, then copies it for all his mates. These subsequent copies are further spread between friends and through the post. If you read the classified adverts in some computer magazines, you will find numerous requests, for 'Amiga contacts'. I responded to many of these adverts, as a pirate, with the intention of acquiring pirated games, and ALL of them offered what I wanted!

Piracy is an Amiga disease worse than the meanest virus, and it must be wiped out. Unfortunately the fact remains that whatever is done as regards enforcing the law, people will still copy games while the opportunity is there: after all; something for nothing? What we need to do is remove the opportunity. The best way I can see to do this is to gradually convert to releasing Amiga games only on compact disc. Of course this would be unthinkable at the moment, but I envisage a time when new Amigas will be bundled with CD-ROM, the same way that today's Amigas come with 1Mb as standard, whereas they used to have only half a megabyte. What do you think about this subject?
S Edwards, Aylesbury, Bucks

■ There's absolutely no doubt that the Amiga software market has been damaged by piracy. Some software houses and programmers have started to concentrate on console games, obviously not due to a lack of Amiga owners, but

amiga FORCE Letter Save!

COMPATIBLE CALL

Dear AMIGA FORCE
I treated myself to an early Christmas present last year, an A1200. It's the first time I have owned my own computer, and I think I've bought one of the best on the market.

Being new to the computer world I thought I'd buy myself some magazines to see about the software on offer. The first magazine I bought was AMIGA FORCE and I never looked back.

I like the new percentage ratings for software and I know I can trust your judgement, but can we have a compatibility bar to see what the software does and does not work on? I know in Issue 6 there's an A1200 software guide but some other old games work on the 1200, especially if the CPU is disabled and the original chips are used. Keep up the good work on the playing tips and cheat cards (when will *KGB* be in?), they're really useful.
J Brookes, Barnsley, S Yorkshire

■ Congratulations on buying an A1200 — and AMIGA FORCE! As you can see in this month's reviews, the info box now tells you whether the software is A1200-compatible.

KGB tips are too long to be included on the cheat cards, but if you write into Tips Bits with any problems on it we'll be glad to help.
Phil

great graphics for hard-drive owners only is a bit unfair.

Some computer magazines are just as guilty, when they review a game on their eight-drive, sixteen-valve wonder machine and say it's great, but when I rush out and buy it I spend the rest of my life disk-swapping. What do you think?
Mike Taylor, Failsworth, Manchester

■ A very good point, Mike. From this issue our reviews tell you the number of disks the game comes on. And if there's a lot of disk swapping/accessing we'll make sure we mention it. After all, there's nothing so annoying at staring at a static screen, listening to the none-too-musical sounds made by the Amiga disk drive.
Phil



It's Aston Villa versus Birmingham City — should be a few goals here! Thanks to Andy Jones.

CRUSHING BLOW

Re: the *Body Blows* review in Issue 5. Aaaargh! Better than SNES *Street Fighter II*, eh? Pah, this isn't a patch on Amiga *Street Fighter II*. Why didn't you tell us that you can only choose from just four characters? And as if that wasn't bad enough, two of them are the same (Nik and Dan).

Yes, Phil, Chris and particularly Miles were all guilty of not simply saying 'unfortunately, you only choose from four in one-player mode'. I counted 21 screenshots on that review alone! — come on guys, you could leave out one or two and fill us in a bit more.

Body Blows has less moves, less fighters, worse graphics and more frustration than *Street Fighter II*. In two-player mode it's only a good game, but solo players beware! Computer opponents can activate their specials immediately, causing maximum frustration. Loray's Flame Of Buddha makes him invincible, because he is constantly using it. Hard to jump over, hard to slide under — you can't even hit him when he's using it! The same can be said for Nik's Fireball, Kossak's Driller Killer and Yitu's Speed Of Light. You said they're not too dominant: well that's true in two-player mode, but haven't you tried one-player? It's infuriating!

Sorry about the length of this letter, but I was so mad with the quality of the review that a complaint was the least I could do to get it off my chest!
Brendan O'Callaghan, Co Tipperary, Ireland

■ Blimey, who rattled your cage? Maybe if you showed this much aggression playing *Body Blows*, you might do better! I agree, the game is very tough — but then, a good challenge is what most gamesplayers crave. As for the graphics, I reckon *Body Blows* fares better than *SFII*: the characters do a look a little 'cardboard cut-out', but their speed of movement is so much faster. Yes, we should have made it clearer that you only have a choice of four fighters in solo mode, but anyway this has now been changed in the enhanced version of the game, allowing you to select all ten. I recommend you take advantage of Team 17's upgrade offer by sending Disk 1 and a cheque for £2.50 to *Body Blows Upgrade Offer, Team 17, Marwood House, Garden St, Wakefield, West Yorks WF1 1DX*. And if you're still frustrated, try reading the AMIGA FORCE playing guide!
Phil

because they're paranoid about their hard work going down the drain due to piracy.

But as you say, it's no good asking people to stop buying pirated games for the greater good — against human nature, I'm afraid. No, the only way to stop piracy is by fiendish copy-protection to give the pirates a real headache trying to crack it. Although even the cleverest systems aren't uncrackable, at least they keep the pirates at bay for long enough that the game can achieve good sales. Perhaps the most infallible system yet was the A600 smart card, without which the accompanying software wouldn't work. Yet mysteriously this was only used by the very first A600 titles.

If it all sounds depressing, take heart from the fact that nearly every entertainment market in the world suffers to some degree from piracy — even console cartridges. Yet it can be controlled by good anti-piracy measures from software and hardware producers, in combination with tough law enforcement. Organisations like ELSPA and FAST are doing a sterling job to rid the Amiga of its piracy reputation. So it seems odd that a rival magazine has just gone against ELSPA's wishes and reintroduced a classified ads column — as you mention, these are often a hotbed for piracy.

As for your idea of a CD-ROM Amiga, take a look at the sneak preview of Commodore's new CD baby on page 6 of this ish!
Phil

GOLF CLUB

Dear Sir
I have just started a club for players of *Microprose Golf*, called the Microprose Users Golfing Society (MUGS for short). I wondered if any of your readers would be interested in joining. I have permission from Microprose to use their name and they have agreed to donate a trophy for the national winner. It is only open at this stage to scratch players so that everybody competes at one level.

Providing I get enough support, I propose to run a regional competition over 36 holes and the final stage over 72 holes. I am running this on my own at the moment so finances are rather restricted. Any help you can provide would be greatly appreciated.

If you can see your way to printing this letter and ask your readers to send a SAE to me, I will send them details of the club and a registration form. If this venture gets off the ground I will inform you of its progress and credit you at the final stage with any help you care to give.

Thank you in anticipation.
Andy Jervis, Nuneaton, Warks

■ What a great idea, Andy. Sorry we can't be of any financial help but I hope printing your letter will encourage a host of entries from fellow computer golfers.

While we're on the subject, do any other readers run clubs devoted to games? We'd love to hear from you.
Phil

amiga FORCE TIPS FOR ALL!

Welcome to the AMIGA FORCE Tips Section. This month we bring you the final part of our bruisin' *Body Blows* guide. We also give you tips on the Masterblaster phone-vote winner, *Flashback*, plus *Morph* maps, and more *Sink Or Swim* help. Then there's another double Lemmings Lifeline, Action Replay pokes, cheats to cut out, and a whole load of Tips Bits. Phew!

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BODY BLOWS

As promised last ish, here's the concluding instalment in our bruisin' Body Blows playing guide. Now you've no excuse for being black and blue — unless you're Inter Milan!

NINJA



Ninja has mastered the powers of Ninjutsu.

SPECIAL MOVES

Shadow: This special move speaks for itself — Ninja will actually disappear.

Ninja Death Roll: He rolls up into a ball, holds his sword out and flies at you like there's no tomorrow.

Ninja Sword Spin: Same as above except he jumps straight up and straight back down.

Super Shadow: This move is the same as the normal Shadow, but you can stay out of sight longer.



NINJA V DAN/NIK

■ Don't let Dan/Nik out of grasp, always stay close. Attack with Ninja Sword Spins, and attempt to corner him and then keep hitting him with body punches and kicks. Flying sword attacks are the most effective way of depleting his energy bar.

Recommended Special Moves: Ninja Sword Spin



NINJA V JUNIOR

■ Try and lure Junior into one of the corners, but also keep an eye out for his gloves coming your way. Once he's near, Shadow yourself and throw in a combination of high and low body kicks. Ninja Sword Spins are an adequate move followed by a body punch, but beware — if you get to close that speeding hand of his might just get you.

Recommended Special Moves: Ninja Death Roll



NINJA V KOSSAK

■ Don't give Kossak a chance to attack you — hit him with Ninja Sword Spins, Flying Kicks, and cram in as many flying sword attacks as possible. At some time in the fight, Kossak will drill into the ground and pop up right next to you: once he does, jump up and spin that sword. Watch him fall.

Recommended Special Moves: Ninja Sword Spin



NINJA V YITU

■ Beware of Yitu: if he travels at the Speed Of Light at you, jump and avoid or pay the price. Attack with plenty of flying swords. Use your Shadow move sparingly to confuse him. Combinations of high and low kicks will drain his energy. Your Ninja Death Roll is a very efficient way of attacking, but it can leave you very vulnerable.

Recommended Special Moves: Ninja Death Roll, Shadow



NINJA V MARIA

■ Begin your fight with a flying sword attack: this will knock Maria off her feet. Force Maria to one of the corners and combine low and high body kicks, finished off with a Ninja Sword Spin. Block any Flamenco Furies by hitting her with a low kick or a sliding jab.

Recommended Special Moves: Ninja Sword Spin



NINJA V DUG

■ Aerial attacks are about the best way to attack Dug, so use plenty of flying swords. Flying kicks and. Ninja Death Rolls are also effective, but Dug can defend with Earth Tremors. Flying punches also help defeat the big guy.

Recommended Special Moves: Ninja Death Roll, Ninja Sword Spin

PLAYING TIPS

YITU



Training gave him discipline, the gods gave him speed.

SPECIAL MOVES

Super Leap: A leap that's so fast, he disappears for a few seconds and reappears some distance away.

Speed Of Light: This move enables him to come at you like a speeding train.



YITU V JUNIOR

■ Junior will throw everything at you: jump and avoid any gloves coming your way. Low sliding kicks are an effective way of demolishing his energy bar and give him low punches below the belt!

Recommended Special Move: Super Leap



YITU V DUG

■ Be ready for Dug to Earth Tremor, then fly at him with your feet first. The Speed Of Light, is effective on him. Corner him then keep repeating flying kicks. Sliding kicks are helpful if you get stuck in a corner.

Recommended Special Moves: Super Leap, Speed Of Light



YITU V NINJA

■ Make the most of Super Leaps to confuse this Ninja like a dizzy spider. After this, hit him with flying kicks. Low sliding kicks are also very effective. A combination of speed punches should drain his energy like a defenceless ladybird (er, yes — Ed).

Recommended Special Move: Super Leap

SPECIAL MOVES

Super Leap



Speed Of Light





YITU V MAX

■ Try and stay in the air as long as possible — this most excellent dude is well 'ard. Your best means of attack are flying kicks. If you have time, hit him with low kicks. Super Leaps are a good way of confusing Max, giving you time to attack him back.

Recommended Special Move: Super Leap



YITU V MARIA

■ Combine a lot of low and high kicks to warn her. If Maria responds with a Flamenco Fury, just defend it, then attack with sliding kicks. Flying kicks are another vital weapon.

Recommended Special Move: Super Leap



NINJA V LORAY

■ What a weed, Loray just fires and fires Flames of Buddha. Duck these and react with Ninja Death Rolls. Attack through the air, stabbing him with your sword. Stay close to prevent him from firing more Flames of Buddha.

Recommended Special Moves: Ninja Death Roll



YITU V MIKE

■ Avoid at all costs Mike's Tornado and Whirlwind Punches — they're really painful. Use your speed to knock him down. High punches and low ones can round off his ugly face. Be careful using your Speed Of Light; it can leave you very vulnerable.

Recommended Special Moves: Super Leap, Speed Of Light



YITU V LORAY

■ Beware of Loray, he'll fly at you like there's no tomorrow. He loves to throw Flames of Buddha at you: when he does, Super Leap them. Put in a combination of flying kicks and speed punches. If he tries any Spinning Super Kicks, avoid with a low sliding kick.

Recommended Special Moves: Super Leap, Speed Of Light



NINJA V MIKE

■ Always keep your distance with Mike. If he comes at you in the shape of a Tornado, use your Shadow to reappear the other side of him. Aerial attacks are a good method of attacking, especially if he's just recovering from a Ninja Death Roll.

Recommended Special Moves: Ninja Death Roll



YITU V KOSSAK

■ Kossak is about the third hardest guy. Watch out when he drills into the ground: when he comes back up, hit him with a body kick — this should catch him unawares. Combine lots of low and high kicks, and make full use of Super Leaps to avoid any attacks.

Recommended Special Move: Super Leap



YITU V DAN/NIK

■ I can guarantee you that when you start, Dan/Nik will fire an energy bolt straight at you: when he does, Super Leap it and then hit him from behind. Duck or slide any Super Roundhouse Kicks.

Recommended Special Move: Super Leap



NINJA V MAX

■ Keep jumping around to confuse Max. Attack with flying swords and try to lure him into one corner. Once you've got this far, keep repeating Ninja Sword Spins to defeat him.

Recommended Special Moves: Ninja Death Roll, Ninja Sword Spin

SPECIAL MOVES

Ninja Sword Spin



Super Shadow



Shadow



Ninja Death Roll



SPECIAL MOVES

KOSSAK



This electric Russian wouldn't win any sprint races, but with his strength who cares?

SPECIAL MOVES

Sledgehammer: Kossak's elbow comes at you like a mad sledgehammer, as if Kossak himself wasn't in control of it.

Earthcharge: Have you ever accidently touched an electric fence? Well that's what Kossak's special move feels like (but much worse).

Driller Killer: Kossak drills himself into the ground, then reappears at the most dangerous place possible: right next to you.



KOSSAK V NINJA

■ Attempt to corner Ninja, then continually use high kicks and low sliding ones. Now hit him with your Sledgehammer move to knock him for six. Drilling into the ground also confuses Ninja, but it could leave you vulnerable to any attack.

Recommended Special Moves: Sledgehammer, Driller Killer



KOSSAK V DUG

■ Aerial attacks are the best way of defeating Dug. This then stops him from taking any energy from you as he normally relies on ground attacks, which he can put his weight behind. Pound him with high and low body kicks, and also give him a taste of your Sledgehammer.

Recommended Special Moves: Sledgehammer



KOSSAK V DAN/NIK

■ At all times try and stay close to your opponent. Keep him occupied with low kicks, especially as he'll try and fire as many Inner Energy Bolts at you as possible. Earthcharges will prevent any real attack.

Recommended Special Moves: Earthcharge



KOSSAK V LORAY

■ As soon as the fight starts, attack with a flying kick. Loray will always try to defeat you with Flames Of Buddha. Block his Spinning Super Kick, and attack with a Flying Elbow. Earthcharges are yet again a very useful attack, and also a good means of defence.

Recommended Special Moves: Earthcharge



KOSSAK V MAX

■ Keep on the move at all times so you don't don't give Max a chance to get a shot at you. When he does attack, wallop him with your elbow. Flying kicks are an extremely good way of getting to Max, especially if you've already lowered his energy. Sledgehammers are about the best way of getting out of a tight situation.

Recommended Special Moves: Sledgehammer



KOSSAK V MIKE

■ These two men are evenly matched, but you have one advantage: you're heavier. Defend any moves like the Tornado with a high block to minimise damage, then produce an Earthcharge followed by a Sledgehammer. Keep repeating these moves to defeat this old dude.

Recommended Special Moves: Earthcharge, Sledgehammer



KOSSAK V YITU

■ Yitu is actually a very powerful fighter. If his Speed Of Light move runs into you, you're history. Always attack through the air, making the best of flying kicks. Earthcharges stop Yitu from getting too close to you. Jump and avoid any threatening moves he attempts.

Recommended Special Moves: Sledgehammer, Earthcharge



KOSSAK V MARIA

■ Combine every single move that you have, from a low elbow attack to a flying kick. The best and easiest way to defeat her is to trap her in a corner and just keep hitting her. Attack with Earthcharges: these are an extremely good way of demolishing her energy bar, and a good way of finishing her off.

Recommended Special Moves: Sledgehammer, Earthcharge



KOSSAK V JUNIOR

■ This Junior blokey is a right wimp: just do a combination of high and low kicks and watch him fall to his knees. There's only one threatening move to watch out for and that's The Blitz, but you can easily block it. Earthcharges are a very effective way of attacking Junior: they'll put him on his back in seconds.

Recommended Special Moves: Earthcharge, Sledgehammer

Earthcharge



Sledgehammer



Driller Killer



Special thanks to our office bully, Milo Jackson, for compiling these tips. If anyone's got any more handy hints for Body Blows, or any other game, send 'em in to Tips Bits — you could win a subscription!

Morph

PLAYING TIPS

LAB AREA LEVEL ONE

Has Millennium's arcade puzzler got you in a hell of a state? If your liquid keeps going down the drain or your gas is out of control, this handy guide to the early Lab and Garden levels will make you a bouncing success!



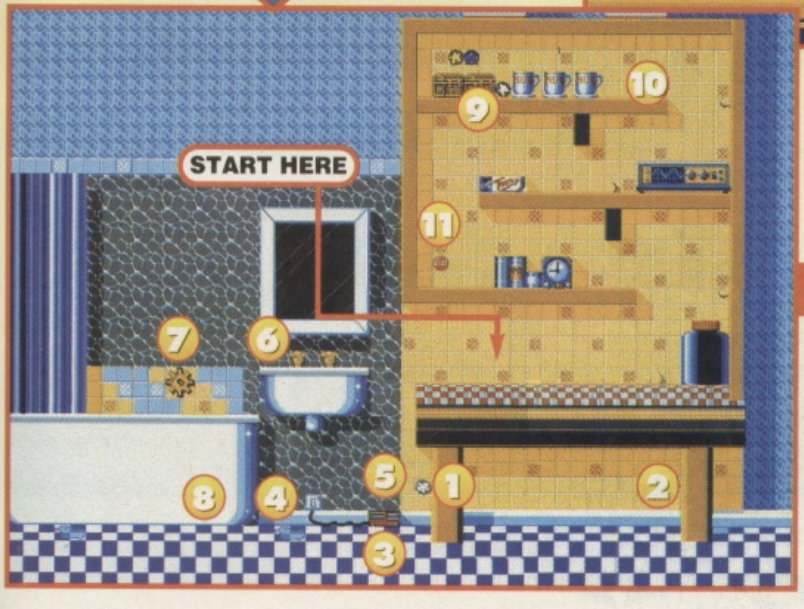
1. Collect this Gas transformation.
2. Transform into the Liquid.
3. Collect this extra transformation.
4. Transform into the Gas.
5. Collect the Cog.
6. Float up to here for the Exit.

LAB AREA LEVEL TWO

1. Transform into the Gas.
2. Transform into the Solid.
3. Keep entering this Heater block until you transform into the Gas.
4. Collect this extra Flexible transformation.
5. Collect this extra transformation.
6. Change into the Flexible here.
7. Collect the Cog.
8. Bounce up here for the Exit.



LAB AREA LEVEL THREE

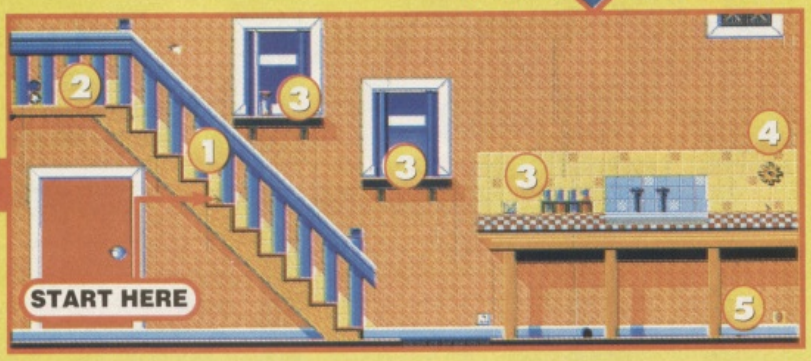


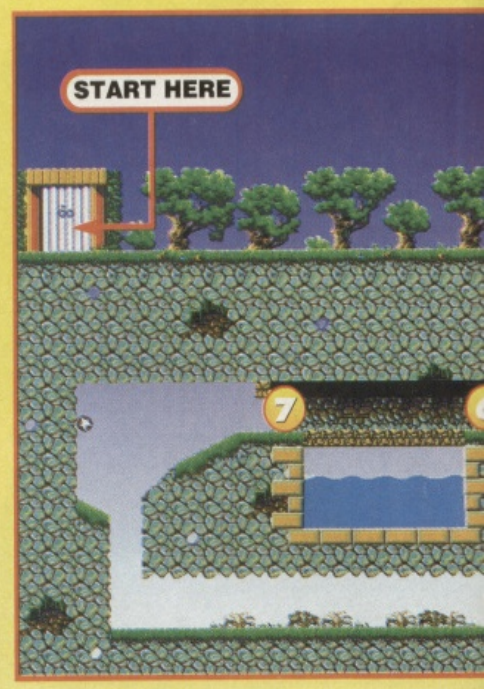
1. Collect the extra Gas.
2. Pick up the extra transformation.
3. Transform into the Flexible.
4. Flick this switch up once.
5. Bounce up on here.
6. Bounce off from here.
7. Collect the Cog.
8. Transform into the Gas.
9. Collect all bonuses.
10. Transform into the Flexible.
11. Fall down to here for the Exit.



LAB AREA LEVEL FOUR

1. Change into the Flexible.
2. Collect all of the bonuses.
3. Bounce to here.
4. Collect the Cog.
5. Continue on down here for the Exit.





LAB AREA LEVEL FIVE

1. Keep entering here until you transform into the Flexible.
2. Collect the extra Gas.
3. Change to Gas.
4. Transform to Liquid.
5. Continue straight through this Freezer block.
6. Collect Cog.
7. Bounce at maximum height then leap across the flame.
8. Transform straight away into the Liquid, and keep the joystick pushed up to the right.
9. Here's the Exit.





LAB AREA LEVEL SIX

1. Change into the Flexible.
2. Transform to Solid.
3. Collect the extra transformation.
4. Transform into the Liquid.
5. Collect the Cog.
6. Change to the Gas.
7. Change to Flexible.
8. Here's the Exit.

GARDEN AREA LEVEL TWO

1. Enter here until you transform into the Liquid.
2. Enter this Heating Element, keeping the joystick pulled down.
3. Collect the Cog.
4. Fly to here for the Exit.



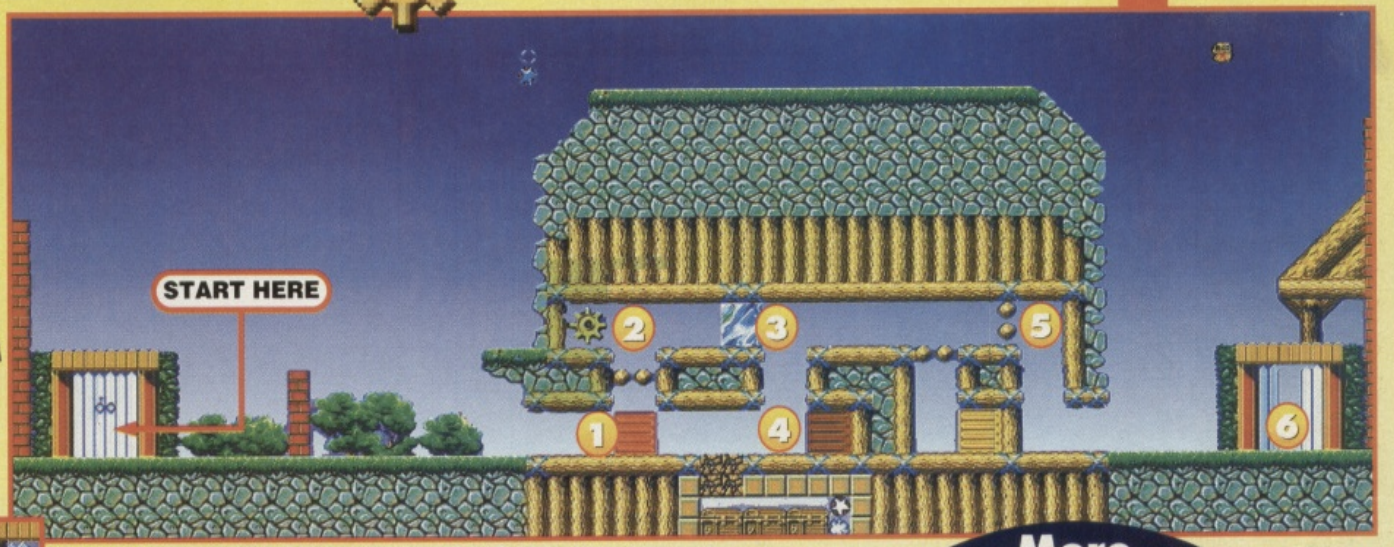


GARDEN AREA LEVEL ONE



1. Transform into Flexible.
2. Jump to this point.
3. Collect all these extra transformations.
4. Collect Cog.
5. Change to the Solid and destroy the wall.
6. Transform to the Liquid.
7. Change back to the Solid and break the wall without travelling above the water line. Collect extra transformation.
8. Change to the Flexible.
9. Collect all these extras.
10. Here's the Exit.








Flexible


Liquid



WOT A STATE!


Gas


Solid

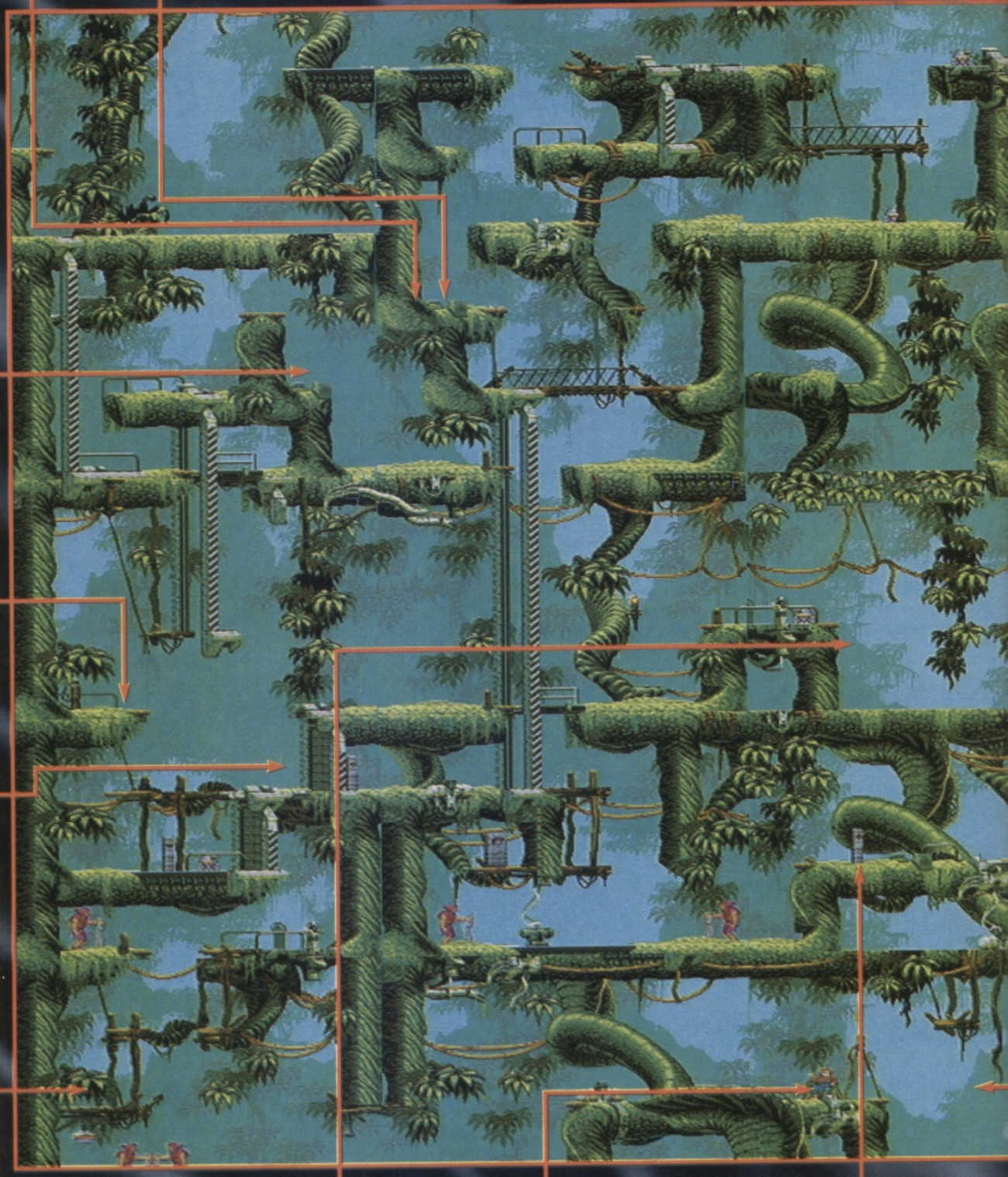
GARDEN AREA LEVEL THREE



1. Enter here until you change to this Gas.
2. Collect the Cog.
3. Continue on straight through here.
4. Transform here into the Gas by entering this Heat Element.
5. Transform into the Flexible.
6. Here's the Exit.

More Morph tips next month. But in the meantime, many thanks to our own Milo Jackson. This is his last issue as our editorial assistant. From next month he'll be doing the image scanning for all Impact's mags, and we're sure he'll make as 'ergonomically sound' a job of it as he has with his tips and screenshots. Good luck, Milo!

flash



Pick up the Holocube, use it and observe the cinematic interlude.

Stand on this switch. It doesn't appear to help but opens a door you encounter later on.

No matter how loudly you swear at it, the lift insists on moving out of reach once you've moved away from the switch. However, if you drop a stone on the switch, the lift stays down. Once you've done this, nip across and pick up the teleporter.

Remember to store your position regularly, otherwise — should you die — you have to go right back to the start.

Use the ID to open this door.

Two ever-vigilant guards and a laser turret await anyone foolish enough to go near them. However, you don't have to put yourself at risk: simply throw a stone over the edge and let their own gun do the rest...

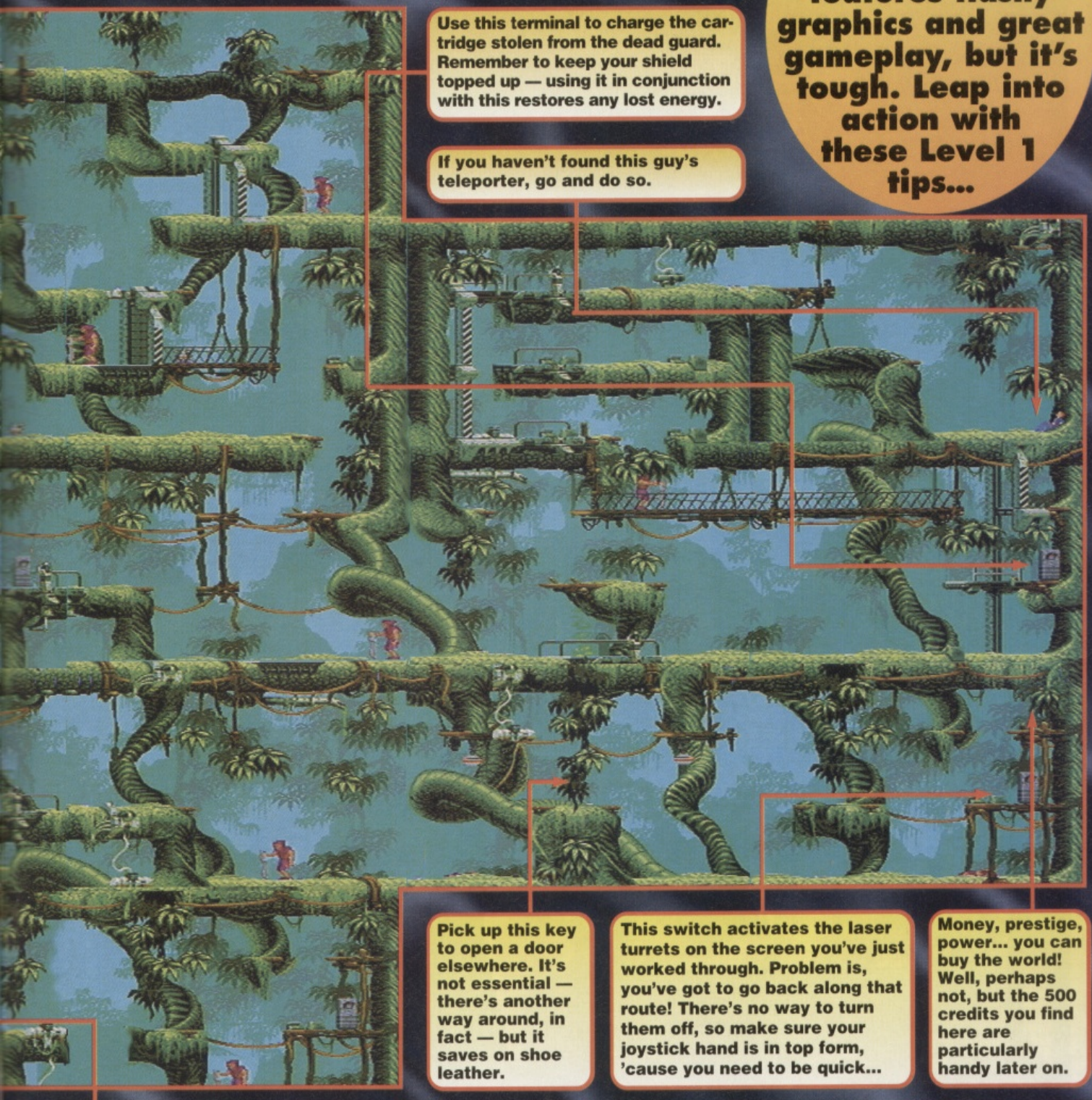
Using the fully-charged cartridge makes an artificial bridge appear. Don't forget to shoot the robot — as soon as the walkway appears, he starts rolling toward you...

To exit this level and enter the next, simply hand over 500 credits to this cheerful old man. He, in turn, gives you a special belt attachment.

Don't touch the green stuff — it kills you outright. As long as you flick this switch and avoid the one on the floor, you'll get through.

back

The best ever arcade adventure features flashy graphics and great gameplay, but it's tough. Leap into action with these Level 1 tips...



Use this terminal to charge the cartridge stolen from the dead guard. Remember to keep your shield topped up — using it in conjunction with this restores any lost energy.

If you haven't found this guy's teleporter, go and do so.

Pick up this key to open a door elsewhere. It's not essential — there's another way around, in fact — but it saves on shoe leather.

This switch activates the laser turrets on the screen you've just worked through. Problem is, you've got to go back along that route! There's no way to turn them off, so make sure your joystick hand is in top form, 'cause you need to be quick...

Money, prestige, power... you can buy the world! Well, perhaps not, but the 500 credits you find here are particularly handy later on.

To finish, select the belt attachment and leap over the edge. Don't panic when it seems Conrad's plummeting to his death: everything turns out okay in the end. Congratulations! Let's see how you manage with Level 2...

The stages which follow require even more dexterity and brain power. We'll bring you more Flashback level guides soon, but if there's a particular problem, write in and we'll try and help.





THE CONSUMER ELECTRONICS SHOW
OLYMPIA 16–20 SEPTEMBER

IT TAKES AGES TO REACH THE END.

Check this out!

LIVE '93, The Consumer Electronics Show, is going to be the biggest thing to hit planet earth in years.

A million cubic metres of hi-fi, TV, video, home computers, in-car stereos, cameras, camcorders, telecoms, cable and satellite equipment.

And games. More games, consoles and systems than you've ever seen. In fact, the biggest free games gallery in the UK designed and built just for you. Visit Impact's Forcefield Plaza for all the latest games, hints and cheats – and take part in their National Games Challenge.

Mega or what?

But there's more. Live TV and radio broadcasts, live music on stage, celebrity appearances, Home Cinema, the BT Times Tunnel, TV walls, masterclasses, competitions – you name it.

Believe us. It takes ages to reach the end.

Tickets cost £7 or £16 for two adults and three children (if you're under 16, you need to be accompanied by an adult).

Call the **LIVE '93** Hotline on **071-373 8141**.

LIVE '93



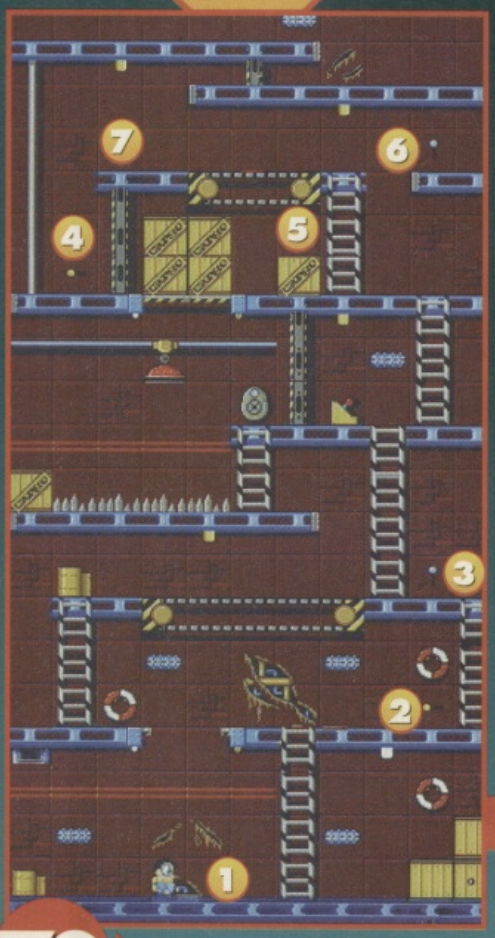
GET YOUR FINGER ON THE PULSE

Tickets cost £7 each or £16 for a family of two adults and three children. (If you're under 16, you need to be accompanied by an adult.)

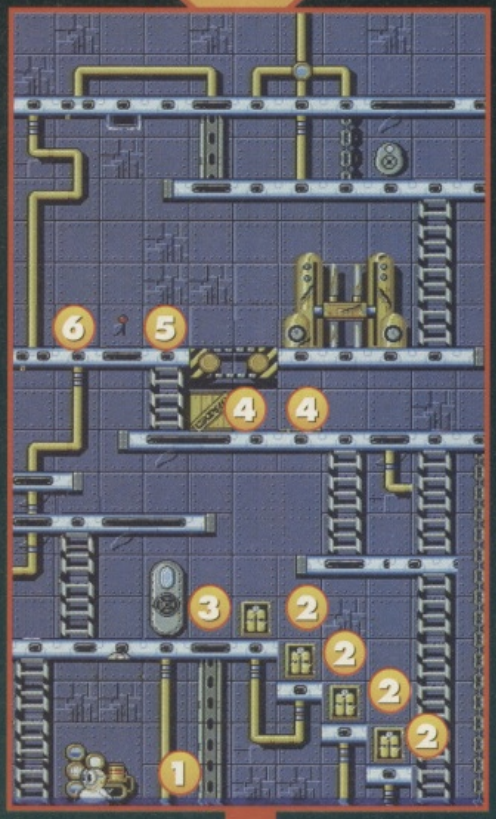
SINK OR S

It could've been a disaster. The ship was flooding with water and the extremely dim passengers were about to drown. Thankfully, heroic Kevin Codner had clued up on the life-saving procedures in this guide...

LEVEL 9



LEVEL 10



PASSWORD: TINNYBOPPERS

1. Release boat.
2. Release all these tanks.
3. Blow up this door.
4. Blow up blocks.
5. Keep hitting this switch until it's safe to cross.
6. EXIT

PASSWORD: MYBREAKFAST

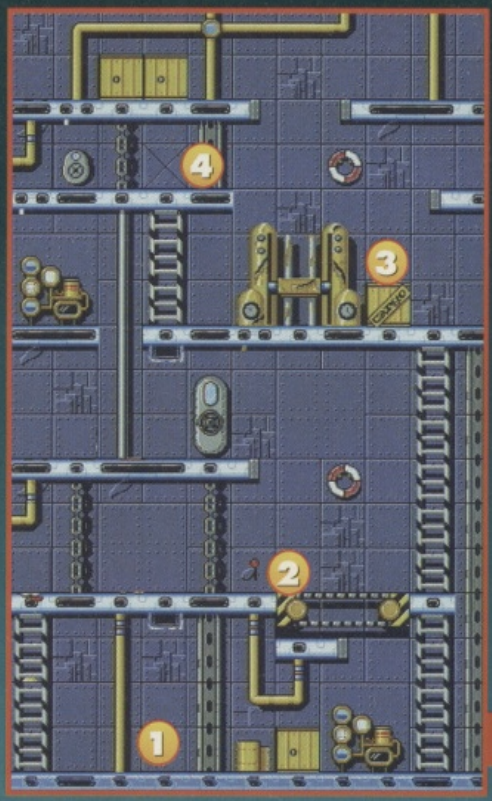
1. Release boat.
2. Hit switch.
3. Hit switch.
4. Hit switch twice.
5. Blow up this block.
6. Hit this switch.
7. EXIT

PASSWORD: LOCKSALORDY

1. Keep hitting this switch to direct them safely under the crusher.
2. EXIT

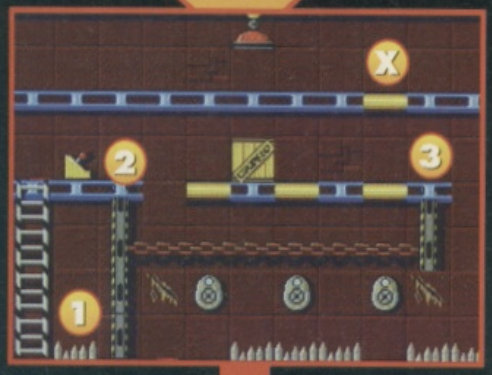
LEVEL 11





SWIM

LEVEL 13



PASSWORD: NEWMODELARMY

1. Jump over these spikes.
2. Control the block with the crane to fall at the position marked X.
3. EXIT

LEVEL 15

PASSWORD: LARRYNIVEN

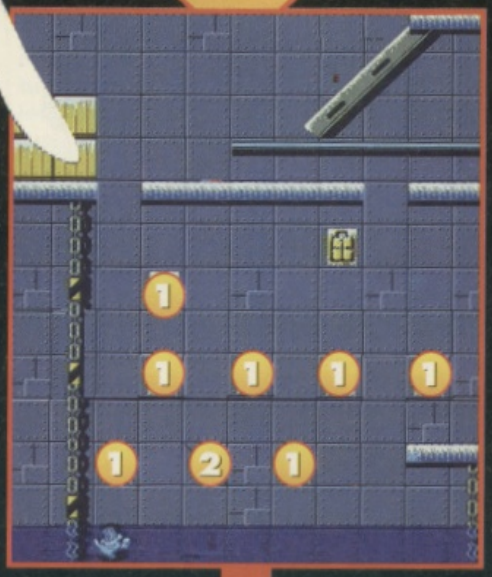
1. Hit this switch.
2. Swing across on this swing.
3. Hit this switch.
4. Blow up the door.
5. Hit this switch.
6. EXIT

LEVEL 12

PASSWORD: HALLOWEENVII

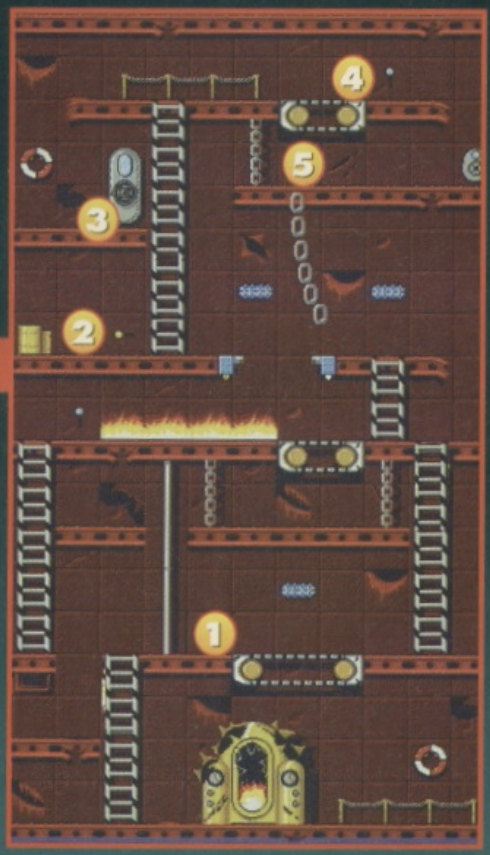
1. Release the boat straight away.
2. Hit this switch.
3. Blow up this block.
4. EXIT

LEVEL 14



PASSWORD: TIMEPIECE

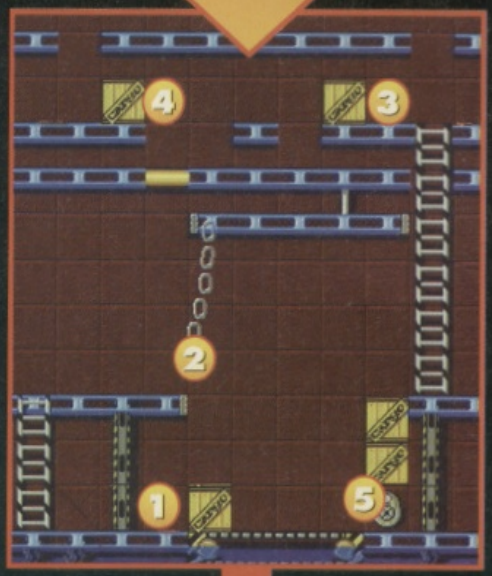
1. Release as many of these tanks as possible.
2. EXIT



PASSWORD: BLUEHORIZON

1. Blow up this block.
2. Hit this switch to direct the passengers over safely.
3. EXIT

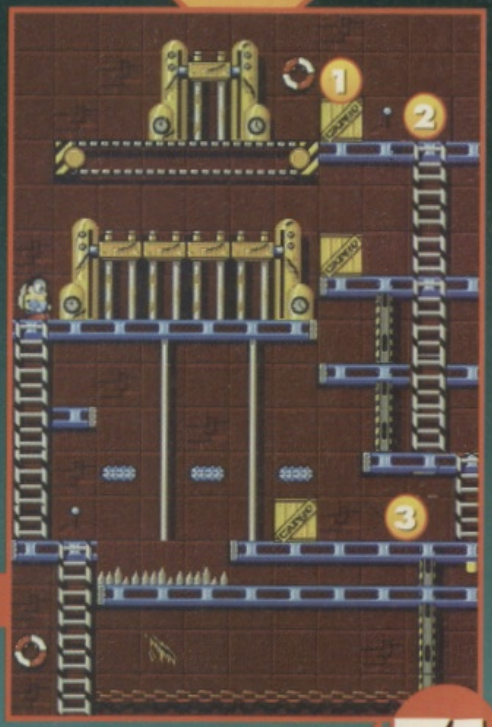
LEVEL 16



PASSWORD: KILLERWHALE

1. Hit this switch once.
2. Swing across.
3. Blow up this block.
4. Blow up this block.
5. Blow up all these blocks.
6. EXIT

LEVEL 17



PLAYING TIPS

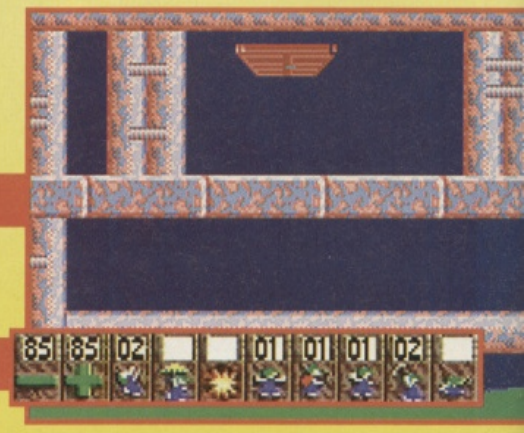
Lemmings™ LIFELINE

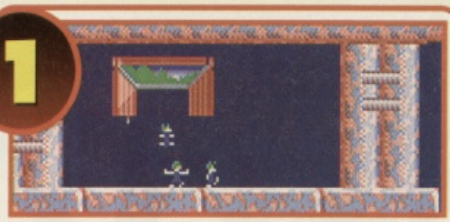
Welcome once again to our regular readers' helpline, devoted to saving lives in *Lemmings* and *Lemmings 2*. On the latter, Peter Muscott of Devon is stuck on the fourth Beach level. It must be said, the original *Lemmings* level solved this month is much harder — it's the only one Nottingham's John Radford is unable to solve. As always, we can work it out.

If you're stuck on any *Lemmings*/*Oh No! More Lemmings*/*Lemmings 2* level, write to: Lemmings Lifeline, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Don't forget to enclose your name and address, plus the name/number/code of the level. Sorry, we can't make personal replies.

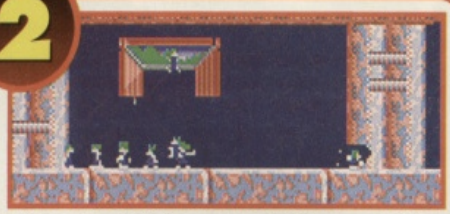
NO ADDED COLOURS OR LEMMINGS
(Lemmings; Mayhem 20; Code: MKGIJNOOIQ)

Possibly one of the hardest levels in the game, this requires plenty of lateral thinking to rescue the 100% needed. Obviously you need to block the rest of the Lemmings, while the lead guy bashes through the wall and builds a bridge to the exit. It's easy enough to mine under the blocker to release all the other Lemmings, but you can't stop the miner digging through the ledge and falling down — you can make him a climber, but he can't get past that bridge! However, there is a way...





1 Turn the second Lemming into a blocker.



2 Make the first guy bash through the right wall.

COASTAL SUCTION FUNCTION
(Lemmings 2; Beach Level 4)

One of the first levels to utilise a special device: a long chain with a windmill above it. But however do you get all the Lemmings across? Answer: you don't need to...







1 Turn the first Lemming straight into a runner, then make him jump over the ball.



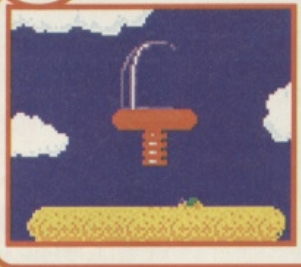
2 Make the runner jump onto the chain (the lower, the better).



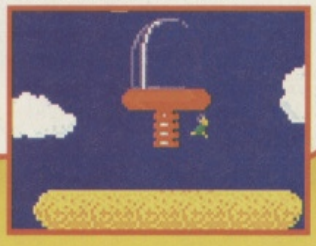
3 Use the fan on the windmill to make the chain swing left/right as fast as it'll go.



4 Click off the fan, and click on the switch between the two arrows underneath the windmill to fling the Lemming onto the right platform.



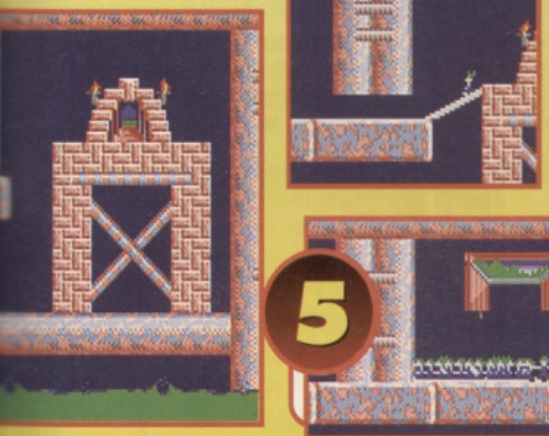
5 Hopefully, he'll fly over the liquidiser. If not, Make him jump past it (when he recovers).



3 When he's got through the wall, make him build from the very edge of the ledge. Remember to turn up the release rate to 99.

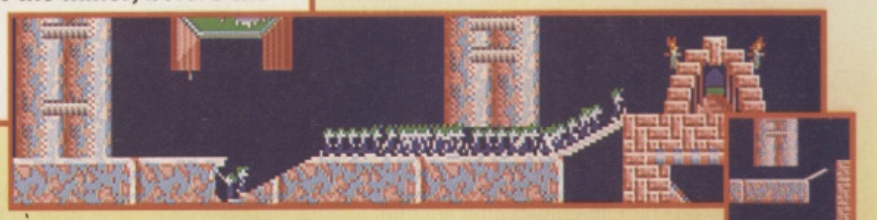


4 When the builder's finished, he turns round and walks left. Now turn one of the trapped Lemmings into a climber.

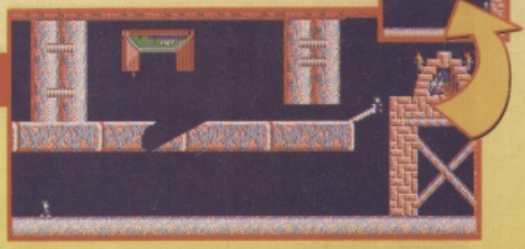


5 Make the lead Lemming a miner here. He digs underneath the blocker, releasing all the other Lemmings.

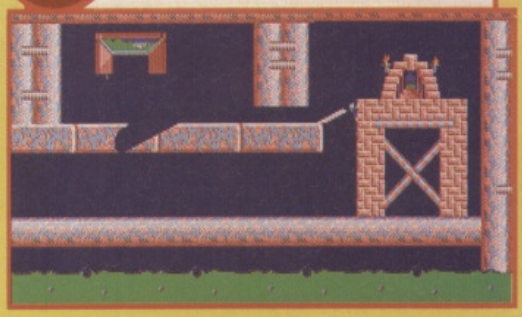
6 The climber should lag behind the rest, but still make it past the miner, before the latter drops to the bottom level.



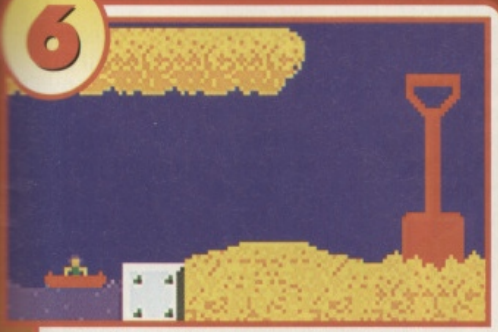
7 Make the last guy up top (the climber) a miner here, so he destroys the right edge of the bridge and falls down. He then climbs up the wall, past the bridge, to the exit.



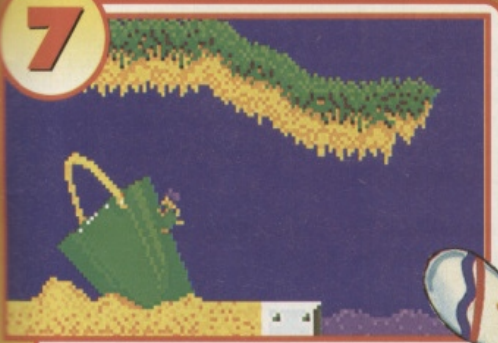
8 Make the last remaining Lemming a climber, so he follows.



6 The Lemming falls off the right edge of the platforms, turns round and heads for the water. When he falls in, make him a kayaker.



7 After kayaking across the water, the Lemming runs up the side of the bucket and over it.



8 Make him a laser-blaster here (not directly below the entrance), to bore a hole in the ledge above.



9 All the other Lemmings fall down the hole and head for the exit.





REAL ACTION!

Rock 'n' Roll, dudes! The Action Replay page is back, with more power pokes for all your favourite games. Take it away guys...

BEGINNER'S GUIDE TO POKING...

More Action Replay pokes? That's right — they said it couldn't be done, and without your help they'd be right! Thanks to Mike Longley of Gillingham, Kent, for sending in his favourite hacks.

Hopefully the page will now go from strength to strength, but remember, if you don't send 'em we can't print 'em. We don't make them up, you know...



First, hit the freeze button on your Action Replay cartridge. The screen now displays a blue CLI-like offering, complete with cursor.

For TFD pokes just type it in and press RETURN — the computer then finds and deletes the required decrement instruction, giving you infinite whatevers. If it's an M poke, the process is a little more complicated. Enter the code (eg M 1A17) as usual. A row of two-digit hexadecimal numbers are then displayed. Change the first to the desired value (FF being the highest) but remember, this is hex — no three-figure numbers please! This gives extra lives, credits, etc. Press Return, then Esc to access the main AR screen.

Finally, press X then Return to get back to the game.

'TFD' POKES

ASSASSIN	TFD C05B0E	Lives
ASSASSIN	TFD C05ED9	Time
BACK TO THE FUTURE 2	TFD 18EFC	Lives
BATMAN THE MOVIE	TFD 7C876	Lives
BUBBLE DIZZY	TFD 21A	Lives
CRYSTAL KINGDOM DIZZY	TFD 6AAE	Lives
DYNAMITE DUX	TFD C6A8	Lives
ELF	TFD 24C	Lives
FAST FOOD	TFD 45FEC	Lives
FLOOD	TFD 17E76	Lives
GHOSTBUSTERS 2	TFD B764	Lives
GODS	TFD 224	Lives
HUDSON HAWK	TFD 52E8	Lives
JAMES POND	TFD 1B0	Lives
JIM POWER	TFD 5AB	Lives
KWIK SNAX	TFD 8BA	Lives
MEGA TWINS	TFD B410	Lives
NAVY SEALS	TFD ACCE	Lives
POSTMAN PAT	TFD 68F2	Lives
RAINBOW ISLANDS	TFD 11C6	Credits
RICK DANGEROUS 2	TFD 178AE	Lives
RICK DANGEROUS	TFD 44972	Lives
TOKI	TFD 23CD9	Lives
TROLLS	TFD 748	Energy
TROLLS	TFD 758	Lives
WOLFCHILD	TFD F36	Smart Bombs

'M' POKES

SPELLBOUND DIZZY	M EA69	Lives
9 LIVES	M 5807	Lives (99)
ESCAPEFROM THE PLANET OF ROBOT MONSTERS	M 43613	Credits
PP HAMMER	M 12F53	Lives (FF)
RAINBOW ISLANDS	M E337	Lives (99)
DEFENDERS OF THE EARTH	M A867	Lives (99)
BLUES BROTHERS	M 45FA9	Lives (FF) (99)
CAPTAIN PLANET	M C00549	Lives (99)
WOLFCHILD	M EF1	Lives (99)
MAGIC POCKETS	M 179A	Credits (99)
LEANDER	M 7D03B	Lives (99)
TITUS THE FOX	M C07E19	Lives (99)
KID GLOVES	M 14C3B	Lives (99)

WIN A REPLAY!

There's more to the Datel Action Replay Mk III than just poking — it's the most comprehensive freezer/utility tool around. With it you can slow down the action using its great Slomo mode, detect and kill viruses, save the computer's memory to disk, save out screens as IFF files (to load into *D-Paint* etc), and lots more besides. Unfortunately the A600 lacks the necessary expansion port so is unable to support an Action Replay, but if you've got an A500 and haven't got an AR cart, you don't know what you're missing.

Luckily, courtesy of those awfully-nice Datel dudes we've got five of them to give away! Just answer the following question...

Who makes the best utility cartridge ever to hit the Amiga?

Answers on a postcard to *IF I DIDN'T PUT DATEL I GOT IT WRONG COMP, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.* Make sure your entry arrives before August 15.

FIVE ACTION REPLAY CARTS MUST BE WON!

TIPS BITS

Greetings, tips seekers and providers! Welcome once again to Tips Bits, now in its own special section above the cheat cards. If you're stuck on any game, simply write in and — if the A-Team can't help you — other readers may be able to offer enlightenment. If you've got any answers to queries raised here, or any great new tips, please do send them in.

The best tipster each month wins a 12-month subscription (if you already have one, we'll simply lengthen it!). All the other tipsters' names go into a hat and the one drawn out also wins a subscription. So get writing to: *TIPS BITS, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.*

SUPERFROG

Q&A ■ Hello Phil, here's the first 12 level codes for *Superfrog*. Hope they help someone...

234644	984448	992334
747822	477444	091332
392822	343522	467464
446364	882311	818234

John C Adams, Anfield, Merseyside

■ Thanks for spawning those super tips, John.

ELF

Q&A ■ I'm stuck on *Elf*. I followed our instruction in your first edition and they helped me a lot, but now I can't get past Level 6. I have given the Man who is making the machine everything I've collected, but he gives me nothing in return. Likewise, the Dragon when I give it the Bone.

Please could you help me.

Kathy Howlett, Acton Vale, London

■ Sorry Kathy, we the need the help of the National Elf Service! Surely someone out there knows the answer — please let us know.

LURE OF THE TEMPTRESS

Q&A ■ Please help me! I have been playing *Lure Of The Temptress* for months and I can't find the Flask that I need for the potion to change me into Selena.

L Clapp, Beeston, Nottingham

■ I have been playing *Lure Of The Temptress* for about two years. I can't get into the dragon's den. Could anyone help?

Mr M McCabe, Killwinning, Scotland

CUT 'N' CHEAT!

STILL SEARCHING THROUGH OLD MAGS FOR THOSE CHEATS YOU NEED NOW? — CUT IT OUT! 'COZ THAT'S JUST WHAT YOU CAN DO WITH THESE HANDY CHEAT CARDS! SO GET SNIPPING!

back to the future 3



battle squadron



big run



body blows



chip's challenge



corporation



cover girl poker



dalek attack



dynamite dux



PLAYING TIPS

■ I'm in Taidgh House (*Lure Of The Temptress*). When I use the Tinderbox on the Apparatus (Tips Bits, Issue 5) nothing happens. I don)t have a Flask — where is it and where is the Tap?

I only seem to last in Taidgh House for ten seconds before the Skorl comes in and beats my brains out. Please give me the solution before I beat my own brains out.

Mike Eggleton, Windmill Walk, London

■ Are there any *Temptress* fans (or temptresses) out there with the answers? A full solution would be even more welcome.

TURRICAN 2 ■ ELITE

■ I am writing to ask about the cheat for *Turrican 2* (given by Kevin Dickinson) in Issue 6.

I had heard of this cheat before, but when typing it again I found it didn't work. I own the budget version of *Turrican 2* (Kixx) and the reason the cheat doesn't work is that the full-price version of the game has a different music selection setup.

Does anybody know of any cheats to work on the budget version? If so I'd be very grateful for an answer.

I would also like to know why the *Elite* cheat printed in the Cut-Out 'N' Cheat section doesn't work. What am I doing wrong? I own an Amiga 500+.

Nick Welch, Panshanger, Herts

■ Well, can anyone help with the budget version of *Turrican 2*? As for the *Elite* cheat, it should work on any Amiga. However, on some versions you have to type in SUZANNE instead of SARA when asked for the password in the manual. You then enter the correct password and, during play, press + on the keypad (A600 owners can press Help instead). On the cheat screen, changing the byte values has various effects. Many thanks to **John Stuart Swan** of Berwick-on-Tweed for providing this comprehensive list. He wins a subscription for being our 'Tipster Of The Month'.

Byte to change	New Value	Effect
0E	Random	Takes you to a new planet
0F	Random	Takes you to a new planet
10	Random	Takes you to a new planet
11	Random	Takes you to a new planet
12	Random	Takes you to a new planet
13	Random	Takes you to a new planet
14	Random	Takes you to a new planet
15	Random	Takes you to a new planet
18	FF	Loadsa cash
19	Random	Takes you to a new planet
1F	46	7 light years of fuel (the game crashes if a higher value is entered)
21	01 to 26	Up to 26 missiles (not shown on screen)
23	01	Large cargo bay
25	01	ECM system
27	0F	All pulse lasers
29	0F	All beam lasers
2A	01	Fuel scoop

back to the future 3
MIRRORSOFT

Type the following during the pre-level story for infy lives...

Level 1 — ROTTEN CHEAT
Level 2 — LOUSY CHEAT
Level 3 — LOW DOWN CHEAT

You may notice a slight change this month — yes, the cheat cards have become more compact! Not only does this save space and thus helps the environment (erm, I think), but the extra space provided by this miniaturisation enables Tips Bits to get its own section at last. So you see, size isn't everything!

chip's challenge
US GOLD

Start the game as normal and press F. The screen then flips — type SAGITTARIANS MAKE BETTER LOVERS. for infy objects, 09/12/57 for infy time, and I THINK THEREFORE I AM. to escape before collecting all the chips (don't forget the full stops). Press C to access the next level and F to return to the game.

body blows
TEAM 17

With a joystick in each port, pull Joystick One to the left and Joystick Two to the right for about six seconds. This calls up the cheat screen.

big run
STORM

Pause the game and move the joystick Left, Right, Down, Up, Up, Left, Down, Right, centring it each time. The screen then flickers, and you've got infy credits.

battle squadron
VFM

Type ELECTRONIC to enable you to customise your ship using the function keys.

dynamite dux
VIRGIN

Type CHEAT on the title screen for infy lives, press 1-6 to access levels, and for a funny effect type NUDE

dalek attack
ALTERNATIVE

To get to the next level, type one of the following while playing:

London to Paris — DAY OF RECKONING
Paris to New York — THE SLYTHER
New York to Tokyo — TRICOLOUR COFFEE SHOP
Tokyo to Skaro — D5 GAMMA Z ALPHA

cover girl poker
SALES CURVE

To get the girlies to strip, play the game — the computer opponents are crap. If you're even crappier, though, just type DANCEOFTHESEVENVEILS during the game. You sad individual!

corporation
CORE DESIGN

When controlling a human player, click on the head on the damage indicator. A three-eyed icon is revealed. Click up to three times on each eye for various effects. The first eye indicates the strength of the effect: 1 — weak, 2 — medium, 3 — strong. The second says whether its effect on you is: 1 — Good 2 — Bad. The third controls distance: 1 — On you, 2 — Near you, 3 — Far away from you. Click on the arrow underneath to cast the spell.

2C	01	Escape capsule
2F	01	Energy bomb
30	01	Energy unit
32	01	Docking computers
34	01	Galactic hyperdrive
37	0F	All mining lasers
39	0F	All military lasers
3A	01	Retro rockets
40	Random	Food
44	Random	Textiles
48	Random	Radioactives
4C	Random	Slaves
50	Random	Liquor/Wine
54	Random	Luxuries
58	Random	Narcotics
5C	Random	Computers
60	Random	Machinery
64	Random	Alloys
68	Random	Firearms
6C	Random	Furs
71	Random	Minerals
75	Random	Gold
79	Random	Platinum
7E	Random	Gemstones
80	Random	Alien Items
90	00	You are clean
	01	You are a fugitive
91	00	You are clean
	01	You are an offender
92	Random	Points
93	Random	Points
94	Random	Points
95	Random	Points
97	00 to 07	Combat rating: 00 = harmless, 07 = elite
9F	10, 20, 31, 40, 50, 60	Six available missions. To obtain one, type in while docked, then launch and immediately redock.

Note: For bytes 27, 29, 37 and 39... value 01 = only front weapon, 02 = rear, 04 = left, 08 = right. Add the numbers to obtain any combination (0F = the lot).

Sometimes the amount of commodities will be shown as 0kg. This simply means the amount is too high for the computer to display. Don't worry, it's still worth a vast amount of money when sold.

To see how many points you have, press W when in space.

BART VS THE SPACE MUTANTS ■ FIRE & ICE

Q a ■ I am writing to tell Brendan O'Callaghan how to hit the head of Jebadiah Springfield on *Bart Vs The Space Mutants*. Go into the shop and buy the rockets. When you get to the statue, move back along the pavement until about the third crack in the pavement and fire a rocket. If it does miss and goes too high, move forward; if it's too low, move backwards. This is the same for the windows of the old people's home.

■ To Stuart W Lappin, who asked for some tips on *Fire & Ice*... On the second level, on the first hill after the caves, jump up and shoot left when you reach the top. Jump onto the platform that appears and shoot right. Then jump onto that platform and shoot left. Carry on doing this until there are no blocks appearing.

Now jump up and you should get a warp to the last level of the Ice zone. On this level,



instead of going up the hill to the big boss, go into the cave. When you get near the end of the cave, jump up and shoot. A platform appears — jump onto it, and then jump up again. You should get a warp.

Thomas Bennett, Thorpe St Andrew, Norfolk

■ Great tips, Thomas. Thanks on behalf of the readers you helped.

SPELLBOUND DIZZY ■ MAGICLAND DIZZY

Q&A ■ Help! First *Spellbound Dizzy*: do you know where the flippers are?

■ Now *Magicland Dizzy*: do you know which could you jump on to get past the volcano?

Kevin Berrisford, Nuneaton, Warks

■ Sorry, Kev, but we don't know the answers. Now if anyone else does, they'd be a really good egg!

NINJA REMIX ■ WOLFCHILD ■ MYTH ■ SHADOW DANCER ■ SHADOW OF THE BEAST 3

Q&A ■ I have some problems on a few games. On *Ninja Remix*, can you tell me how to pick up the things (eg sword, key, money) pleeease?

■ Could you give me the cheats for *Wolfchild*, *Myth* and *Shadow Dancer*?

■ And about *Shadow Of the Beast 3*, could you print the puzzle about the fish on Level 4?

Robert Gauci, Birzebbuga, Malta

■ You don't ask for much, do you Rob? Picking things up on *Ninja Remix* is a bit tricky: you must ensure your hands touch the item as you crouch, otherwise you won't collect it.

On *Wolfchild*, type SOULPSYCHEDELICIDE on the title screen for infinite extends. Type THE PERFECT KISS for infinite ammo.

On *Shadow Dancer*, pause the game and type GIVE ME INFINITES for infy lives. We don't know a *Myth* cheat — does anyone else?

As for *Shadow Of The Beast 3*, do other readers want more tips? If so, we'll do some but you must let us know, so get writing!

CRUISE FOR A CORPSE

Q&A ■ A couple of people have written in with full solutions to Delphine's *Cruise For A Corpse*, to help out Mrs Brown and her daughter (Issue 5). Thanks to Craig Flynn of Melksham and Rachel Bush of Kings Lynn, who points out that not everything happens in a set order, so if you get stuck do one of the other things first. If you really get stuck, talk/ask/question everyone about everything and anything. The solution...

Take the piece of paper from the floor and smooth it out. Then read it. Go to the bar and show the paper to the barman. Take the book he gives you and examine it. Take the letter

gazza 2
EMPIRE

During the game, hit Esc while you're ahead to blow the final whistle. Holding fire lofts the ball into the air — do this from the centre circle to score every time.

fernandez must die
MIRRORSOFT

Pause the game and type **SPINYNORMAN** for infy shots at the enemy.

fantasy world dizzy
CODEMASTERS

Type **IMMORTAL** on the high-score table to access the cheat mode.

f19 stealth fighter
KIXX XL

Press Alt and H to get the lines on the Head Up Display. Turn the plane upside down, switch off the engines and keep the altitude at 10°. You can now climb without losing fuel.

ikari warriors
ELITE

Type **FREERIDE** on the high-scores table for infinite energy.

hydra
DOMARK

Type KILLKILLKILL during play to activate the hidden cheat mode. Hit F to return your fuel to maximum and Return to cycle through your weapons.

the great giana sisters
RAINBOW ARTS

Hold keys **A, R, M, I, N** to access the next level.

ghosts 'n' goblins
KIXX

On the high-scores table type **(!).** to kill collision detection.

lotus esprit turbo challenge
GBH GOLD

Enter the players' names as **MONSTER** and **SEVENTEEN** for a bonus game.

karate kid 2
MIRRORSOFT

Type **MYAGI** on the high-score table, then press P to skip levels.

international rugby challenge
DOMARK

When in the lead, pause the game. The action stops, but the timer doesn't — let the time expire and you've won.

impossamole
GREMLIN

On the high score table, try the following:
LUMBAJAK — Doubles Monty's energy bar
HEINZ — Three energy bars
ANNFRANK — Tops up low energy
OUCHOUCH — Can walk on water
COMMANDO — Infy time

from the book and read it.

Now take a look around the ship so you can find out where everything is and speak to every character about everything. Visit the father's (vicar's) room and examine his suitcase. Go to the dining room and give the book back to the vicar. Now go around the ship asking everyone about the vicar and his gambling.

Go back to the dining room and pick up the paper from the floor. When you read it, it turns out to be a receipt for a diamond bracelet. Ask everyone about the receipt and bracelet. Go back to your room. Your roommate, Julio, should have gone. He will have left a key behind which you should take.

Go to the study where the murder took place. Using the key, unlock the roll-top desk. Inside is a bracelet. Examine the bracelet and its clasp. Take it and read the note with it. Ask everyone about the note and the bracelet. Then go to the rear hall. Talk to Dick about everything you have learned so far.

Go to the dining room where there's a drawer. Open this and you'll find some wedding invitations: examine and take them. Then ask everyone about them. Go to the upper deck and watch Tom and Rebecca kissing. The time should be 10:50. Go to Hector's room and ask him about everyone and everything. Talk to everyone apart from Tom and Rebecca and ask about Tom's ambition and his plot with Rebecca.

Go to the laundry room and search inside the basket. You'll find a bathrobe. On examining the pockets you'll find a necklace. Open the necklace and look at the picture. Ask everyone about the necklace. The picture is of Agnes.

Go to Suzanne's room and search her wardrobe. Take the prescription from her cosmetic case and read it. Then go and ask Dick about Agnes. Go to the bar and take the glass and the bottle of whisky. Speak to Suzanne and give her a drink. Ask about the prescription, Agnes's death and the will.

Speak to the vicar and ask about Agnes and her son. The vicar will have a flashback. Go to Rebecca's cabin and look through her porthole. Go to Daphne's cabin and search the laundry in her wardrobe. Take the envelope and read it. Then go back to Rebecca's cabin and ask her about everything. Go to the upper deck and ask her about everything.

Go to the vicar's cabin and take the watch from his wardrobe, and examine it. Ask Julio, who is outside the vicar's cabin, about the watch. He will then have a flashback. The time should be 1:20pm.

Go and see Hector in the study. Then speak to the vicar and Daphne.

Go to the bar and ask Suzanne about Mercades. Then ask everyone else about Mercades. Go to Daphne's cabin and ask her about everyone. Ask Suzanne about Rose and then ask Hector about everything. Go to the upper deck and you will find Rose's basket. Search the basket and read the paper clipping about guns. The time should be 2:00pm.

Ask Rose about the clipping and about Tom's love of guns and about Mercades. It should be 2:10pm. Go to Tom's cabin. Open his wardrobe and search the sheets. You should find a letter. Read it. It should now be 2:20pm.

Go to the upper deck to find Suzanne falling



into the sea. Click on the left lifebelt and press on 'fling' to save her. Observe the guard rail. Suzanne will now tell you her suspicions and give you a letter. She'll then send you to her cabin. When you get there, it has been searched. It should be 3:10pm

Observe the music box and open it. Then examine it (3:20pm). Go to the laundry room and search the pot to find a small key. Go to Suzanne's cabin and insert the key into the music box whilst blocking the figure. A secret drawer will open with a sheet of paper inside. Take it and read it.

Ask Rebecca about the gun advert and Rose's revenge. Then go to Suzanne in the bar. You will be called away to see Rebecca threaten Dick with a gun. Take Daphne's handbag and return it to her. Ask her about Agnes's will for a flashback (4:00pm).

Go to Rebecca's cabin and she'll tell her suspicions to you. Go to Daphne's cabin. Go to Rose's cabin (so you enter the screen with her sitting on the left) then walk to the vicar's cabin (the one on the right). The time should be 4:10pm.

Talk to Dick about everything. Go to your cabin and take the note and read it (4:30pm). Go to Hector's cabin and hear his last words before he dies.

Go to the kitchen. Take the tin opener and then go down. Take the crowbar and use it on the case. Use the opener on a tin. Use the crowbar on the plank to find the missing reel of film. Go outside Hector's room and take the screwdriver (5:00pm).

Go to the smoking lounge. Put the reel of film into the projector. Use the screwdriver on the screws to remove the hood. Press the button and put the hood on again. Now operate the projector (5:10pm).

Go to the rear hall where Daphne will give you a note. It should be 5:20pm.

Go to Suzanne's cabin and observe her corpse (5:30pm). Go to the captain's cabin and take Karaboudjan's book (5:40pm). Go to the study and examine the books. Rearrange them so they spell out Incal. This causes a secret door to open. It should be 6:00pm. Enter the secret passage where you will be attacked (NB. left mouse button makes you duck; right button makes you punch).

Search the Mafia man and take the doll. it should be 6:20pm.

Go to the smoking lounge and show the doll to Daphne for a flashback sequence. All the character's will be seated in front of you. Point to Dick, then watch the end sequence. Congratulations, you have finished the game.

TIPS WINNERS!

This issue's Tipster Of The Month, who gets a year's subscription to AMIGA FORCE, is...

■ John Stuart Swan, Berwick-on-Tweed TD15 2NY

All the other senders of tips printed (either in Tips Bits or Cut Out 'N' Cheat) were put in a hat and the one drawn out also receives a subscription. The lucky winner is...

■ John C Adams, Anfield, Merseyside L5 1UJ

narc
THE HIT SQUAD

At the beginning, go right until you get to the first dustbin. Shoot it until it turns blue for infy lives.

midwinter 2
MAELSTROM

To gain control of the islands, you only need take nine of them — LOBOS, NDOLA, CAMARGO, MAKAT, DHAFIA, GHAZAL, DJOUM, SATARA, SIKASSO. Take them in any order.

metal masters
INFOGRAMES

Simply press F4 to freeze your opponent. That'll immobilise them so you can do the dirty on them!

magic pockets
RENEGADE

When you lose your last life, hold fire — the game restarts, but your score doesn't reset. After 100,000 points you become superpowered.

rome ad92
MILLENNIUM

Effects codes — hold Alt and type the following:

ROME — TWO

362 — Win level
102 — Register candidates
103 — Register Hector
114 — Buy a slave
305 — Start games
410 — Pretend to have borrowed money
551 — Own slave girl
436 — Start election when Hector is a candidate
437 — Start election when Hector isn't a candidate
792 — Add to Hector's cash
442 — Evening
443 — Night

rome ad92
MILLENNIUM

Effects codes — hold Alt and type the following:

ROME — ONE

682 — Win level
792 — More cash
442 — Evening
443 — Night
624 — Start dice game
635 — Start a play
719 — Buy a slave
702 — Start games
299 — Appear in palace
426 — Start a slave auction
857 — Emperor's speech
608 — Buy a slave girl

rome ad92
MILLENNIUM

Effects codes — hold Alt and type the following:

HERCULANEUM

826 — Start volcano exploding
293 — Give host some money
119 — Give host toga
275 — Force ship to dock
764 — Start thunder and lightning
472 — Win level

BRITAIN

232 — Rain
233 — Fine
234 — Night
235 — Day
868 — Monitor sentinel's strategies
490 — Win level

ork
PSYGNOSIS

Enter a computer and press fire in all four corners of the screen. Hit the following:

A — Replenish Ammo
F — More Fuel
H — Full Health
Return — Take off or Land

zool
GREMLIN

After loading, wait until the high-score table appears and type GOLDFISH [return]. The function keys whisk Zool to that level. During play, hitting '1' makes him invincible, '2' skips to the next stage, and '3' to the start of the next level. And number '4'? Try it and see...

wwf wrestlemania
OCEAN

During a bout, pause the game and type HULKHOGANWEARSTIGHTYELLOWKNICKERS. The fight then finishes with you as the winner.

silkworm
TRONIX

Issue 4's cheat doesn't work on every version — if yours is an early one, try this for size. Hold down HELP while pressing FIRE to start the game. You now have infy lives, and can move through the levels by hitting the numeric and minus keys.

rome ad92
MILLENNIUM

Effects codes — hold Alt and type the following:

ROME — THREE

624 — Win level
434 — Buy slave
792 — Add to Hector's cash
403 — Night

EGYPT

809 — Win leve
661 — Monitor sentinel's strategies
691 — Enable map blips for sentinels

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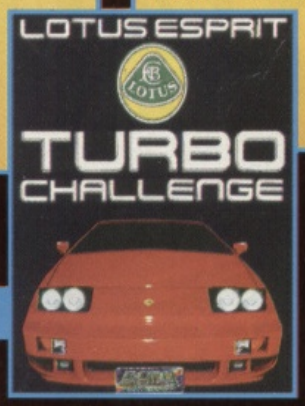
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LOTUS ESPRIT TURBO CHALLENGE

■ Even more playable than its two classy sequels, this is *the* two-player driving game. The rollercoaster 3-D action is superfast; the competition furious, as you bump and barge past the computer cars and into each other on obstacle-strewn tracks.

THREEBIES!



SWITCHBLADE

■ A cracking arcade adventure with the hero punching and kicking baddies galore as he searches for the fragments of a mythical sword. The innovation of showing unexplored areas as unlit removes the risk of backtracking in the extensive underground levels.



MANIX

■ A souped-up variation of the classic *Q-Bert* coin-op, this has you jumping around the isometric 3-D blocks to change their colour, requiring a combination of quick thinking and arcade reflexes.

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NEXT MONTH

FORTHCOMING ATTRACTIONS

REVOLUTION REVISITED

Ahem. You may have been scouring this issue for the 'revolutionary games-testing technique' promised last month. Unfortunately an opportunity to use it didn't arise, mainly due to the sheer amount of finished software that flooded in for review. The new technique, to be known as a 'Playtest', will enable us to evaluate nearly finished games without actually reviewing and rating them. That way we won't be breaking our promise to you not to review unfinished games, but we will be able to fill you in on new releases before they reach the shelves.



IN NEXT MONTH'S AMIGA FORCE...

THINK AGAIN, AGAIN!

■ Due to the packed nature of this issue, we couldn't manage to fit in our promised roundup of the best non-military strategy games. This will now appear next month, so get your grey matter ready for some brain-bending action.

MICROPROSE SPECIAL

■ We infiltrate the top-secret HQ of the MicroProse organisation to bring you blueprints of their latest military projects. But don't tell anyone... shhhhhh!

JURASSIC PARK

■ It's big, it's hungry, it's going to eat you up and spit you out! We bring you a sneak preview of Ocean's game, and hopefully a behind-the-scenes look at the film, including interviews with the stars!

TERRIFIC TIPS

■ Crack *Syndicate* with our gangster's guide, leap ahead with more *Flashback* tips, and perfect your pillaging with our *Lost Vikings* maps.



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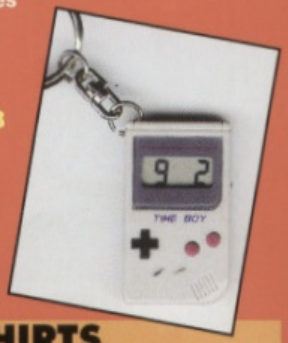
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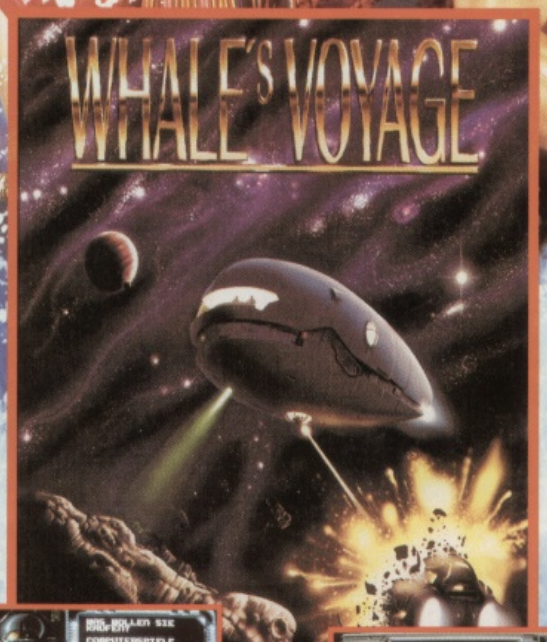
COMING SOON

1869

WHALE'S VOYAGE

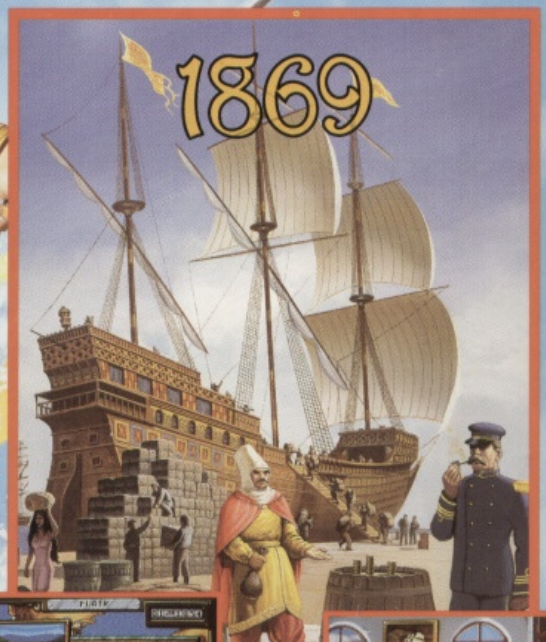
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